MARVEL

# MULTIVERSE ROLE-PLAYING GAME

## CORE RULEBOOK

MATT FORBECK

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Plus the thousands of wonderful players & Narrators who participated in the public playtest of the Playtest Rulebook & gave us such critical & helpful feedback.

### DEDICATION

To Stan Lee & Jack Kirby and Gary Gygax & Dave Arneson

616

The *Marvel Multiverse Role-Playing Game* uses the d616 game engine. See **Marvel.com/rpg** for more details.

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# 1

# HOW TO PLAY

**WELCOME TO THE *MARVEL MULTIVERSE ROLE-PLAYING GAME*!**

In this game, you and your fellow players team up to tell amazing new and original stories in your own personal corner of the Marvel Multiverse. These tales can star heroes from famous teams like the X-Men, the Fantastic Four and the Avengers, or they can feature brand-new heroes of your own creation. You can even mix them up and have heroes you create fight alongside Marvel legends like Spider-Man, Captain America and Wolverine.

It's your game, and it's entirely up to you how to play it. This book is here to show you some of your choices.

## A ROLE-WHAT?

A *role-playing game*. If you're familiar with games like *Dungeons & Dragons* or *Call of Cthulhu*, you already know what that is, but for those who may have missed out on this kind of fun till now, let's define that term.

A role-playing game (RPG for short) is a game in which the players take on the roles of various characters to create stories together.

In the *Marvel Multiverse Role-Playing Game*, the stories tend to be action-packed epics featuring super-powered heroes and villains clashing against each other in high-stakes conflicts. However, just as you can find many sorts of tales told in Marvel comics, you can create all sorts of different stories in your games too. The choice is up to you.

The *game* part of *role-playing game* comes from rolling dice to figure out what happens when there's a question about whether a character might succeed or fail at something their player wants them to do. This can range from talking their way past a guard at the Kingpin's mansion to firing an energy blast at Ultron or much more.

The actual answers to those specific questions are often beside the point. Succeed or fail, the story keeps going either way. The results simply tell you which direction the story heads in for the moment. A success may be a triumph in the moment, but a failure is just a temporary setback.

Unlike most kinds of games, there are no winners or losers in a role-playing game. The objective isn't to score more points than anyone else or to have the last hero standing in a battle. The objective, instead, is to tell amazing stories with your fellow players.

## WHAT YOU NEED TO PLAY

To play the *Marvel Multiverse Role-Playing Game*, you need:

- This book
- A group of people to play with
- A set of dice
- Some character sheets
- A pencil

### The Book

You're holding it. One down!

### The Group

The game requires at least two players, although it can work with as many people as you can gather. The more people you add, though, the less time each of them gets in the spotlight. Many games work best with four to six players.

Most players take on the role of a single Marvel super hero out to save anything from their friendly neighborhood to the entire Multiverse.

One of the players in each group, though, takes on the special responsibility to oversee the game for the rest of the players. They are known as the *Narrator.*

The Narrator's job is to describe the world and situations in which the heroes wind up. This includes playing the role of every other character in the story, all the way from Mary Jane Watson to Doctor Doom.

The Narrator also serves as the game's referee. Any time there's a question about how things work in the game or what happens in the story, it's up to the Narrator to make the final decision.

### The Dice

Many other role-playing games use dice of all sorts of different shapes. The *Marvel Multiverse Role-Playing Game* only uses the regular cube-shaped die found in many classic board games. Because this kind of die has six sides, it's called a d6.

You need three d6 (or 3d6) to play, ideally with one different from the other two, so you can pick it out easily.

In a perfect world, each player has their own set of three dice to play with, but if you need to, you can share one set.

Official *Marvel Multiverse Role-Playing Game* dice sets are available for sale separately, although regular dice serve fine too. Just make sure that you can differentiate one of the dice from the other two so you know which one it is at all times.

### Character Sheets

If you're making your own original hero, you should make a copy of the blank character sheet in the back of this book. (You have permission to make copies for your personal use.)

If you want to play an existing Marvel character, you can copy the information from their profile on to a blank character sheet. If you're familiar enough with the rules to know what everything on a character profile means, you can play directly off one of those, but most players will be better served by transferring that information to a proper character sheet.

### The Pencil

You need something to fill out your character sheet and to mark damage and other changes to your character that happen during play. A pencil with a good eraser is perfect for this.

### Digital Options

If you prefer to play your games on a virtual tabletop or use character generator apps, there are digital alternatives for rulebooks, character sheets, dice and pencils. Visit **marvel.com/rpg** for details about these and other tools and books.

## USING THIS BOOK

If you're the Narrator, you should read this book cover to cover and do your best to understand how the game works. If you have questions, you can check **marvel.com/rpg** for help.

Don't worry if you don't understand everything in the game at first. While the rules are fairly straightforward, this is a thick book, and there's a lot of material to absorb. As you play, your command of the game should grow stronger, and you should become more confident in running a game.

If you're an experienced gamer who's going to play—rather than run—the game, you don't *have* to read anything. The Narrator should be able to teach you the rules you need to know and answer questions as you go along.

Chapters 2, 3 and 4 focus on how the game's mechanics work, how to understand a character's profile and how to handle one of the biggest conflicts in any super-hero game: combat.

Art by Sean Izaakse, Marcio Menyz & Erick Arciniega

Chapters 5, 6 and 7 detail how to make your own characters. This includes how to come up with a detailed backstory for a character and how powers work in the game.

Chapter 8 features scores of character profiles that depict many of the greatest Marvel super heroes and villains. This gives players the characters to play (if they don't want to create their own) and to strive against.

Chapter 9 gives an overview of the Marvel Multiverse, for those who aren't already steeped in its history. Most of it focuses on Earth-616, the main universe depicted in Marvel comics.

If you want to be a better player, you should read everything through Chapter 9. When you get to Chapter 10, Narration, that's when the Narrator's job takes over and you can stop at that point. There are no secrets in this book, though, so if you like, you can keep reading all the way to the end.

## PLAY IT SAFE

Players should always treat each other with respect and kindness. After all, you're playing together to have fun, and that only works if everyone in the group enjoys the game at all times. This is just as true when you're playing with people you've just met as when you're playing with longtime friends.

### Be Considerate

You and your group can tell all sorts of stories set in the Marvel Multiverse. However, some stories are not going to be for everyone, especially if the story involves realistic violence or horrific elements. To make sure that everyone in your game is having fun, it's smart to talk ahead of time about what kind of game you want to play and what sorts of adventures you want your heroes to take part in.

If you—as either the Narrator or a player—want to do something potentially disturbing or disruptive in a game, be sure to run it by the other players first. This can range from anything as simple as rough language all the way up to the untimely death of characters.

During this discussion, the Narrator shouldn't have to give away any surprises they might be preparing. They can simply talk about their plans in broad terms, highlighting anything that might be an issue. If you're not sure what could become a problem, it's always better to ask.

If you're playing with younger players, please be especially careful about this. Children might say they're okay with something you mention, but depending on their age, you might want to double-check with their parents to make sure.

Anyone in the group should be able to veto a suggested proposal for any reason and without any recriminations. The game is best when it's good for everyone.

Sometimes it's hard to tell what might bother another player, and you might not think to ask about it ahead of time. By the same token, players might not realize that something is a problem until they actually encounter it during play. It's not uncommon for players to want to go along during an initial discussion and then discover in the moment that they're much more uncomfortable than they ever thought they would be.

In such cases, any player should feel free to call a time-out to raise the issue and discuss it. If it turns out there is a problem, you should rewind the game to before the troubling bit and restart from there.

### Session Zero

To handle issues of mutual comfort and any other issues that might come up, many experienced groups of role-players schedule a meeting before they start a new game or campaign. They call this *Session Zero* because it happens before the first session of actual gameplay even begins.

Players can use this time to:

- Talk about the kind of game they want to play.
  - Is it pure action? A high-school drama? Full of espionage and international intrigue?
  - Are they going to use any house or optional rules? Or will they play by the book?
- Talk about the type of characters they want to play.
  - What ranks should the characters be?
  - Are they established heroes or rookies?
  - Do they share the same goals, or are there chances for conflicts and betrayal?
- Raise any concerns they might have.
  - How peaceful or violent would they like the game to be?
  - Should they have a "no killing in this game" rule?
  - Should they declare other things off-limits ahead of time? (Sometimes it's useful to think of this in terms of maturity ratings.)
- Create their own original characters.
  - This can take time, especially the first time through.
  - New players can help each other figure out the process and answer questions.

Once Session Zero is over, you should be ready to start playing your first adventure. In any case, the cardinal rule for any role-playing game is this:

*If everyone in the group is having fun, you're doing it right.*

### Safety Tools

There are a number of different safety tools available that are designed for use with all sorts of role-playing games. Many of these work well with the *Marvel Multiverse Role-Playing Game* too. You can find several of them online for free.

By way of example, look for things like:

- *X-Card* by John Stavropoulos
- *Script Change RPG Toolbox* by Beau Jágr Sheldon
- *Consent in Gaming* by Sean K. Reynolds and Shanna Germain
- The *TTRPG Safety Toolkit* by Kienna Shaw and Lauren Bryant-Monk

Each of these tools can help make it easier to talk about problems that might come up in your game—and help you figure out how to handle it if unforeseen things come up in

Art by Chris Sprouse, Karl Story & Dave McCaig

the course of play. Check them out, talk about them with your fellow players and see what you all are most comfortable with.

You don't have to use any of them, of course, but it's good to know they're out there for when you might need them.

## THE SPIRIT OF THE GAME

When you're playing the *Marvel Multiverse Role-Playing Game*, always try to keep in mind the spirit of the game and stick to it. The spirit of the game can vary a lot depending on the people playing it, but in general, it is:

*The characters are super heroes who are trying to save the people they care about by direct action.*

You can interpret this in lots of ways, but it's a good guideline to keep in mind during play. If your game strays too far from it, you might want to try to bring the story back around toward it.

### Sticking to the Spirit

If you're playing an established Marvel character, sticking to the spirit of the game is easy. When faced with a choice in the game, all you have to do is ask yourself, "What would this character do?"

When you're playing an original character, you can ask a similar question. "What would a Marvel super hero do?"

There's a lot of latitude for such decisions, and much of that can depend on the context of the situation. Would a hero use deadly force against a villain? If you're playing Spider-Man, the answer would always be no. If you're playing Wolverine, the answer could be yes, but even then that could threaten his status as a hero.

### Straying from the Spirit

If you want to play a character differently from how they're usually portrayed—or from how you think a Marvel super hero would act—well, it's your corner of the Multiverse. You and your fellow players can do whatever you want in it.

There are all sorts of strange universes out there, and in some of them, Captain America (for example) is not the nation's greatest hero but a flat-out villain. In others, the variants of those regular heroes are helpless or cowardly or otherwise troubled. You can do whatever you like in your home game. Just make sure that the other players in the game are okay with it first, or you may wind up causing all sorts of friction.

There are other ways that you can stray from the spirit of the game besides leaning into villainy, though. For instance, if your character prefers to call the police rather than step in and try to solve a problem directly, that doesn't feel much like a Marvel story. The same thing goes if they would rather walk away than get involved.

It would also be jarring if the heroes decide to use their powers for profit rather than for the common good. Marvel heroes don't generally sell their own merchandise, for instance, or use the patents on their inventions to make themselves rich. They're too busy trying to save the world directly to worry about such things. Sometimes that's to their detriment, but that's part of the drama that surrounds them.

In another vein, you could play a game that focuses on the office drama happening in the lives of the characters' secret identities. While that might make for a fun break from high-stakes adventures, if the characters don't ever get to use their powers, it's probably not going to feel much like a Marvel game.

As the saying goes, "With great power there must also come great responsibility." While that comes from Spider-Man's origin story, it applies to most Marvel super heroes too—including yours.

## WHICH UNIVERSE?

The Marvel Multiverse is made up of an infinite number of universes separated only by the thinnest of barriers. Moving from one of them to another isn't easy, but characters manage it through various means all the time.

The main Marvel comic-book universe is commonly known as *Earth-616*. Most of the profiles and other details published in this book are for characters who hail from that universe.

However, the universe in which you play your game is actually its own separate universe, one run by your game's Narrator. Things that happen there only affect the continuity of events in that universe. Events that happen in other universes might be mirrored in your game's universe, or they might not. That's entirely up to your Narrator.

At the same time, each character has their own continuity. As your character's player, you control their continuity.

Most characters spend their entire lives inside their home universe. However, you can—if you like and with the involved Narrators' blessings—move your character from one Narrator's game to another. In effect, you're transporting them from their home universe to an entirely different universe. If they return to their original game, they retain all their memories and experiences from their adventures outside of their home universe.

## HOUSE RULES

The rules that appear in this book are the game's official rules. However, lots of gaming groups like to test out their own ideas for improving a game or simply tailoring the game better to their own tastes. These new versions of the rules are called *house rules*.

We encourage this! Take the official rules and tinker with them as much as you like. The better the game plays for your particular group and their sensibilities, the more fun you're all likely to have.

However, when playing with house rules, make sure that everyone playing the game with you knows what has been changed and why. This is especially true when introducing a new player to an existing group or campaign.

Everyone involved in the game should agree on what changes you're all going to use. Otherwise, the official rules should serve as the default.

One easy way to handle this is to write up all of your game's house rules on a sheet that can be shared among all the players. That way you can make amendments to it as you go and make sure that everyone's playing by the same rules.

Before you get to tinkering with the rules, though, you need to learn the official ones first. So let's get started!

# 2

# CORE MECHANICS

THE *MARVEL MULTIVERSE ROLE-PLAYING GAME* **MAY COME IN** this big book stuffed full of all sorts of amazing material, but the size of it can be a little overwhelming. Actually playing the game, however, only requires understanding a few basic rules, which we cover in this short chapter. Once you get those down, you're ready to get started.

## THE ACTION CHECK

While playing the *Marvel Multiverse Role-Playing Game*, the players have their characters try to do all sorts of things. Some are amazing, while others are more mundane.

Many of these mundane things are sure to succeed. As far as the game is concerned, they just happen automatically.

For instance, if Spider-Man's player wants Peter Parker to walk to a bodega to pick up some groceries, then he just does it. The Narrator doesn't bother rolling any dice or checking any details on a character sheet. They simply describe what Parker sees, hears, smells, feels and so on when he walks through the neighborhood and enters the bodega.

Most of the time, there's no real challenge to this, so there's no need to consult the rules or to roll any dice. The Narrator and the other players just describe their parts of the story with words. It happens *narratively.*

However, sometimes heroes want to try to do things for which the outcome isn't always certain. Often there's an element of risk involved.

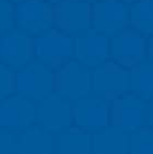
Later, for example, when Spider-Man is swinging through Manhattan on his way to work, does he hear the alarm going off at a nearby bank? His player might need to roll some dice to figure that out.

And what happens if Spider-Man spots the Vulture flying away from the bank with the alarm going off and tries to punch the super villain? Does he hit the Vulture?

Anytime the circumstances make it challenging for a character to complete an action, the Narrator calls for an *action check* to figure out what happens. This helps keep things fair because no one gets to decide exactly what happens. Instead, the dice let you know, and you continue on from there.

To resolve an action check, you need three six-sided dice (each referred to as a "d6"): two regular ones and a special one called a "Marvel die," sometimes referred to as dMarvel. Together, we call these three dice d616.

An official *Marvel Multiverse Role-Playing Game* die has a special Marvel logo in place of the 1. It's important to be able to differentiate your ordinary dice from your Marvel die, because any time a Marvel logo comes up on the Marvel die, something special happens.



If you don't have an official Marvel die, you can substitute an ordinary d6 different from the other two dice you're rolling. For example, make your Marvel die a red one while the other two dice are white. Just remember that getting a 1 on that red die means you got a Marvel logo result.

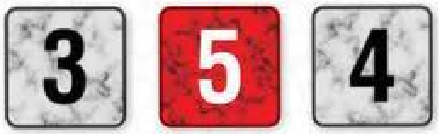
With your d616 in hand, follow these steps to resolve any action check:

- Roll d616.
- Apply the relevant ability score.
- Compare the total to the target number.

## Roll d616

When you're asked to roll d616, roll your three six-sided dice and add up the numbers.

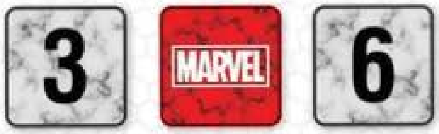
**Example:** *You roll 3* ***5*** *4, so your total is 12.*



Note that when we list the results for a d616 roll, we always list the Marvel die as the middle die. Think of it as the number 1 in the 616.

There is one special exception when you add up the dice. If your Marvel die comes up with a Marvel logo, that's a *Fantastic result*. Count the Marvel die as a 6 instead of a 1 and then add up the numbers like usual.

When we list an action check that has a Fantastic roll as its result, we use an M to represent the middle (Marvel) die.



**Example:** *You roll 3* ***M*** *6, so your total is 15.*

## Apply Ability Score

Add the character's *ability score* for the ability they're using to try to pull off the attempted action, like using their Melee ability to punch someone.

An ability score helps define what a character is good at. They can range from -3 to +9 or more, so the numbers can make a huge difference. You'll learn more about ability scores in Chapter 3.

## Compare the Total to the Target Number

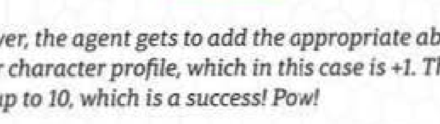
Every action check has a *target number* (TN). This is the number that you're trying to meet or beat with the d616 roll.

The rules describe the TNs for a number of different action checks. If a particular kind of action check isn't covered by the rules, it's up to the Narrator to determine the target number, using their judgment.

If the result of the action check's d616 roll meets or beats the target number, then the action succeeds. If it's less than the target number, the action fails.

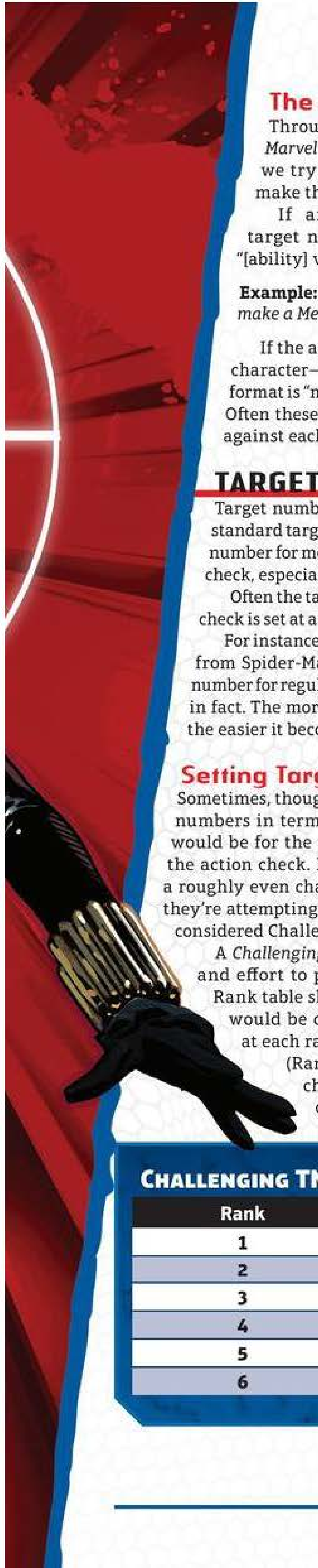
**Example:** *A S.H.I.E.L.D. agent has been cornered by three A.I.M. scientists, and the agent decides to fight their way past them. Their player declares that the agent wants to punch one of the scientists.*

*The Narrator announces that the target number for this action check is 10. The agent's player makes a d616 roll. The result is 2* ***4*** *3. That totals up to 9, which would fail. The attack would miss!*



*However, the agent gets to add the appropriate ability score from their character profile, which in this case is +1. That brings the total up to 10, which is a success! Pow!*

Art by Daniel Acuña



### The Action Check Format

Throughout this book and others in the *Marvel Multiverse Role-Playing Game* line, we try to stick to consistent formats to make things easier to understand.

If an action check has a static target number (TN), it uses the format "[ability] vs. TN [#]."

**Example:** *To break out of Spider-Man's webbing, make a Melee vs. TN 20 action check.*

If the action is an attack against another character—as often happens in combat—the format is "make an [ability] vs. [ability] check." Often these are the same ability matched up against each other.

## TARGET NUMBERS

Target numbers can vary a lot, but the lowest standard target number is 10. That's a pretty easy number for most characters to reach on an action check, especially when figuring in ability scores.

Often the target number for a particular action check is set at a single number that doesn't change. For instance, the target number to free yourself from Spider-Man's webbing is 20. That's a hard number for regular people to hit—almost impossible, in fact. The more powerful a character is, though, the easier it becomes to hit that target number.

### Setting Target Numbers

Sometimes, though, it's easier to think about target numbers in terms of how much of a challenge it would be for the particular character attempting the action check. If it seems like they might have a roughly even chance of failure or success at what they're attempting, then that action check would be considered Challenging.

A *Challenging* action check takes a bit of luck and effort to pull off. The Challenging TN by Rank table shows the target number for what would be considered a Challenging action at each rank.

(Rank is a measure of how powerful a character is, and that's covered in depth a bit later in the book.)

#### Challenging TN by Rank

| Rank | Challenging TN |
|---|---|
| **1** | 11 |
| **2** | 12 |
| **3** | 13 |
| **4** | 14 |
| **5** | 15 |
| **6** | 16 |

### Adjusting the Target Number

The Narrator can modify a target number by assigning it a different adjective than Challenging: Trivial, Easy, Routine, Difficult, Ridiculous or Absurd. See the TN Modifiers by Adjectives table for how this works.

#### TN Modifiers by Adjectives

| Adjective | TN Modifier |
|---|---|
| **Trivial** | −6 |
| **Easy** | −4 |
| **Routine** | −2 |
| **Challenging** | — |
| **Difficult** | +2 |
| **Ridiculous** | +4 |
| **Absurd** | +6 |

**Example:** *Captain America (who is Rank 4) is soaring through a combat zone on a hang glider, and he needs to zip through a narrow gap between two skyscrapers. The Narrator thinks about it for a moment and decides that this is a Ridiculous task for a Rank 4 character.*

*A Challenging Rank 4 task has a target number of 14, so if the task is Ridiculous (+4), the target number is (14+4 =) 18. Better hope the dice are in Cap's favor!*

### Impossible Things

Just as the Narrator can say that many actions are so easy or simple that they don't require an action check, they can also state that other actions are flat-out impossible and so don't allow for an action check.

**Example:** *The Hulk wants to try to push the Earth out of orbit. It doesn't matter how hard the Hulk hits the ground or jumps up and down on it—even the Hulk isn't strong enough to manage this. The Narrator tells the Hulk's player that it's impossible, but they can go ahead and try something else.*

## FANTASTIC ROLLS

Fantastic rolls add extra drama to the game in unexpected ways. Getting one at the right time can make a huge difference in a game and can turn the tide of a battle or even a whole adventure!

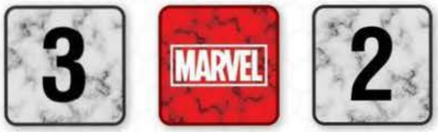
### Fantastic Success

If you get a Fantastic roll and your total meets or beats the action check's target number, that's a *Fantastic success*. That's considered a "Yes, and" result. The action succeeds, *and* an extra-special something happens.

The default effect of a Fantastic success that happens during any attack is that the attack does double the normal damage. However, if you're using a power at the time, you can often find a specific special result in the power's description to use instead.

If nothing is listed under the power—or the action check isn't part of an attack—the controlling player can suggest an effect, subject to the Narrator's approval. If the player isn't able to come up with something on the spot, we suggest that the character gains an *edge* on their next action. (More on how all that works in a moment.)

**Example:** *The S.H.I.E.L.D. agent from before tries to punch a second A.I.M. scientist (with the same target number of 10). This time, the agent's player rolls 3* **M** *2. That totals up to 11. (Remember, the M counts as a 6.) Adding the agent's ability score of +1 makes the result 12, which hits.*



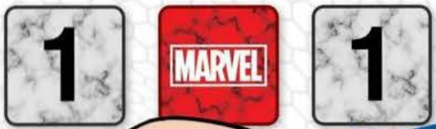
*Because it's a Fantastic success this time, the attack does double the normal damage! Kapow!*

### Fantastic Failure

Believe it or not, it is possible to get a Fantastic roll and still fail the action check. It's not *easy* to do, but it can happen. This is a "No, but" result. The action fails, *but* something special still happens.

If you get a Fantastic roll and your result is less than the action check's target number, that's a *Fantastic failure*. Unlike with a Fantastic success, there are no set standards for how to handle a Fantastic failure. Instead, the extra effect is left entirely up to the player. They get to suggest an idea for that special something on the spot. If the Narrator approves, then it happens.

**Example:** *Our S.H.I.E.L.D. agent feels like they're on a roll, and they try to punch the third A.I.M. scientist. This time, the agent's player rolls 1* **M** *1. Counting the M as 6, that totals up to 8. With the agent's ability score of +1, that gives us a total of 9, which is less than the target number of 10.*



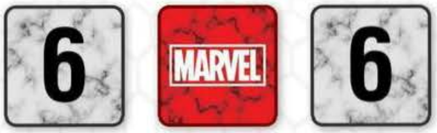
*It's a miss! Whiff!*

*However, because the action check result includes a Fantastic result, something good still happens. The player decides that the S.H.I.E.L.D. agent's massive miss causes them to stumble through an open doorway, which shuts behind them, placing them out of danger—for now!*

*The Narrator likes how this plays into their plans for the rest of the adventure and approves.*

### The Ultimate Fantastic Roll

Really lucky players might wind up with an *ultimate Fantastic roll*: a d616 roll of 6 **M** 6. This is equal to a result of 18, *plus* it's a Fantastic success.



When a player makes such a rare roll, their character automatically succeeds at whatever they're attempting to do, no matter what the target number for the action check might be. They can also ignore any *trouble* (which is the opposite of an edge) affecting the character.

Note that you cannot make an action check for something the Narrator declares impossible. Not even an ultimate Fantastic success can make the impossible happen.

## EDGES AND TROUBLES

Sometimes circumstances surrounding your character in the game can help the dice go your way, and sometimes they hurt the character's chances instead. That's the difference between having an *edge* and having *trouble*.

ESPIN 2018
with apologies to Glenn Fabry

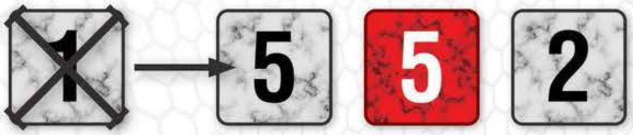
Art by Salva Espín

## Edge

If your character makes an action check under extra-favorable circumstances, uses special skills, employs top-notch tools or otherwise has some kind of advantage, the Narrator can grant your character an *edge* on that action check. When that happens, you can reroll a single die of your d616 roll for that action check and use the better of the two numbers.

**Example:** *The S.H.I.E.L.D. agent is sneaking up behind an A.I.M. scientist in the dark and attacks him. The Narrator declares that the agent has an edge because the A.I.M. scientist doesn't see them coming. The player makes an action check and rolls 1* ***5*** *2, for a total of 8. Adding their ability score of +1 makes that a 9, but the target number is 10.*

*Because the agent has an edge, the player gets to reroll one of the dice. They decide to reroll the 1, and this time, they get a 5. Their roll is now 5* ***5*** *2, for a total of 12. That plus their ability score gives them a 13, which is plenty for their attack to hit.*



*Note that the player could have rerolled their Marvel die—which was a 5—in the hopes of getting a 6 or an M. But since they only needed 1 more for their attack to hit, they played it safer by rerolling the 2 instead.*

## Stacking Edges

Sometimes a character may have an edge from several circumstances that can stack together, giving you a double edge, a triple edge and so on. The Narrator determines if various sources of edge can stack (add up to help you) or not.

For instance, if a character trying to sneak up on someone is both invisible and moving through a noisy nightclub, the Narrator could rule that they have two edges: one for people not being able to see them and another for people not being able to hear them.

On the other hand, if a character is invisible and the lights are out, there's no extra benefit to being invisible in the dark. That situation would give the character only one edge instead of two.

When you have edges stacked from two or more sources, you can reroll the same die repeatedly or reroll different dice, choosing as you go.

You don't have to use an edge. It's always your choice. If you're happy with your roll as it is, you can leave it alone.

That said, it never hurts you to use an edge, as you always get to use the better result.

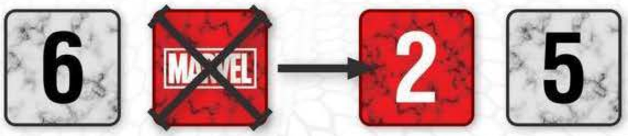
## Trouble

The opposite of having an edge is having *trouble.*

A character may have trouble on an action check if they attempt the action under bad circumstances, lack the appropriate expertise, use poor equipment or otherwise suffer from a drawback. When a character has trouble on an action check, their player must reroll the best of their dice numbers in that roll, and they must use the worse of the two numbers.

An M is always considered to be the best die number.

**Example:** *The character has one arm tied behind their back when they're attacking, giving them trouble. They roll 6* ***M*** *5 on their action check, for a total of 17. They must reroll the M and use the worse of the two results. They roll a 2, so their roll is now 6* ***2*** *5, for a total of 13.*



Remember, if the action check comes up 6 M 6, that's an ultimate Fantastic success, and it automatically succeeds. Ignore any trouble at that point.

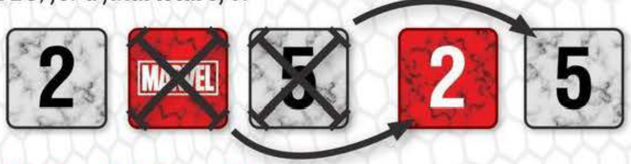
## Stacking Trouble

Sometimes a character may have trouble from several circumstances that can stack together to cause double trouble, triple trouble and so on. As with edges, the Narrator determines if various sources of trouble can stack.

When you have trouble stacked from two or more sources, you might have to reroll the same die repeatedly or reroll different dice as you go. You always reroll the best die.

**Example:** *The character has one arm tied behind their back and they're fighting blindfolded, giving them double trouble. When attacking one of their captors, they roll 2* ***M*** *5 on their action check, for a total of 13. They must reroll the M and use the worse of the two results. They roll a 2, so their roll is now 2* ***2*** *5, for a total of 9.*

*For their second trouble, they have to reroll the 5. They get a 6 this time, which means they must keep the 5. Their roll is still 2* ***2*** *5, for a final total of 9.*



## Mixing Things Up

It's possible to have both edges and troubles at the same time. These things cancel each other out in equal measure, so you only need to deal with what's left.

**Example:** *On one roll, a character has trouble from two factors and edges from three other factors. (They must be having a pretty wild time!) The two troubles cancel out two edges, leaving the character with just one edge.*

*Later, the same character has lost two of the edges. They still have trouble from two factors but now have only one edge. The edge cancels out one of the troubles, leaving the character with one trouble.*

# DOING THE MATH

We try to keep the math in the game fairly simple. Most of the time, you're just adding up single-digit numbers. Sometimes you need to multiply single-digit numbers as well.

When you get into inflicting and marking off damage, though, the addition and subtraction can get into double and triple digits, especially when you're dealing with incredibly powerful characters. When that happens, just take your time to make sure you're doing it right.

If you ever feel like you're struggling with the math at any point during the game, don't panic. Feel free to use a calculator (or calculator app) to help if you like. With a little practice, you're sure to get better at it, but there's no shame in using whatever tools you have at hand to make the game easier and more fun.

# 3

# CHARACTER PROFILES

**AS A PLAYER IN THE *MARVEL MULTIVERSE ROLE-PLAYING*** *Game*, you can create your own hero from scratch, or you can take on the role of any of the legendary Marvel heroes you already know and love. You decide the actions your hero performs within the game, and your hero's profile (as recorded on your character sheet) helps determine what they can do and how well they do it.

We call the one-page descriptions of Marvel characters in game terms a *character profile*. You can find dozens of them in Chapter 8, and you can use them in your game. If you're a player, you should probably stick to using a hero, while the Narrator can control the villains—and everyone else in the game.

Each character profile has a number of elements that help define the character through a set of statistics and descriptions. See the profile for Spider-Man (Peter Parker) at the end of this chapter by way of example.

If you're playing as an established Marvel character, you should transcribe the information from their profile onto a character sheet, which is designed to make it easier to reference and use the information during play. If you're creating your own character for the game, you can just fill in a fresh character sheet directly. (**Please note:** the example Spider-Man character sheet on the last page of this chapter only includes the first page of the sheet. You can find the full character sheet on pages 314-315).

## CHARACTER DATA

When you create your own character, you can fill in some parts of the character sheet with whatever details you like. Many of these don't influence the game's mechanics, but they can affect how other characters in the game see them and interact with them. They help provide a lot of flavor to the character and can help you figure out how you'd like to play the character during the game.

Such details can also provide intriguing subject matter for adventures or stories that feel more personal—and therefore more important—to the characters involved.

- **Codename:** The character's publicly known name (if it's different from their real name).
- **Real Name:** The character's regular/secret name.
- **Height**
- **Weight**
- **Gender**
- **Eyes**
- **Hair**
- **Size:** Usually "Average," but some traits and powers can change this.
- **Distinguishing Features:** Anything out of the ordinary.
- **Teams:** Any teams or organizations the character is associated with.
- **Base:** The place the character works/lives.
- **Origin:** How the character got their powers, if any.
- **Occupation:** How the character spends their days.
- **History:** A short biography.
- **Personality:** Some notes on how the character acts.

## RANK

A character's *rank* measures their training and raw power. It also determines how many points a player can spend on ability scores and how many power sets, powers and traits a hero can pick.

As you play your character, their rank *can* increase over time, allowing the character to improve. Much of the time, though, a character's rank doesn't change.

Most of the characters in the Marvel Multiverse have a rank between 1 and 6. Your original character doesn't have to begin at the lowest rank, and most of them are unlikely to reach such high ranks where they focus on galactic issues rather than ones on Earth. If you're creating a new hero, your Narrator can help you figure out what rank to start at and what your character's rank cap might be.

If your Narrator is planning a campaign in which you play young S.H.I.E.L.D. operatives, you might start at Rank 1, but if you're going to join the Avengers to fight off a Skrull invasion, you might start at Rank 4, 5 or even 6. Sometimes the Narrator might even assign different ranks to heroes in your player group to emulate teams like the Avengers, which often features heroes with a wide range of ranks.

Here are some rank benchmarks.

- **Rank 1—Rookie:** This is where most normal people rank. If you're a super hero, you're just getting started and are maybe playing through your origin story. Not long ago, you thought you were a normal person, but now things are changing fast.
- **Rank 2—Protector:** You're a street-level hero who protects a neighborhood—just like Daredevil guards Hell's Kitchen. You could join a team like the Defenders to protect a city.
- **Rank 3—Champion:** You're a formidable super hero. You could protect a city—like Ms. Marvel (Kamala Khan) protects Jersey City—or join a nationally renowned team like Alpha Flight or the Champions.
- **Rank 4—Legend:** You're one of the most powerful super heroes in the nation. You could be your country's champion—like the Black Panther or Captain America—or you could join an internationally known team like the Avengers, the Fantastic Four or the X-Men.
- **Rank 5—Mythic:** You're one of the most powerful super heroes on the planet, like Thor or the Scarlet Witch. You could protect the globe all by yourself, and even elite teams like the Avengers would eagerly welcome you as a member.
- **Rank 6—Cosmic:** You're powerful enough to intervene in interstellar conflicts and single-handedly change the outcome, like Captain Marvel or the Silver Surfer. You make choices that decide the fate of entire star systems.

## ABILITY SCORES

Each character is defined by six abilities: Melee, Agility, Resilience, Vigilance, Ego and Logic. By no coincidence, the initials of these spell MARVEL.

The average score for any ability is 0. Standard human-level abilities range from –3 (in the case of an extremely ill person) to +3 (the limit of human ability). Super-powered characters can push the numbers far beyond that, though.

### Melee

*Melee* measures a character's brawling ability in close combat. Shang-Chi, Thor and the Hulk are famous for their high Melee. It's an important score for characters who like to fight with their fists. Melee affects:

- Melee action checks for things like punching or throwing.
- Melee defense, which helps against being grabbed, punched, thrown or otherwise knocked around.

### Agility

*Agility* represents the ability to attack at a distance. Spider-Man, Hawkeye and Cyclops are renowned for their high Agility. It's an important score for those who shoot at things or dodge attacks. Agility affects:

- Agility action checks for things like acrobatics, driving and blasting enemies at range.
- Agility defense, which helps with dodging or avoiding ranged attacks.
- A character's Run Speed

### Resilience

*Resilience* measures a character's stamina, tenacity and pain tolerance. The Thing has an exceptional Resilience. It's an important score for those who regularly wind up in the thick of fights. Resilience affects:

- Resilience action checks for things like withstanding extreme conditions.
- Resilience defense, which helps against being poisoned or infected.
- A character's Health.

### Vigilance

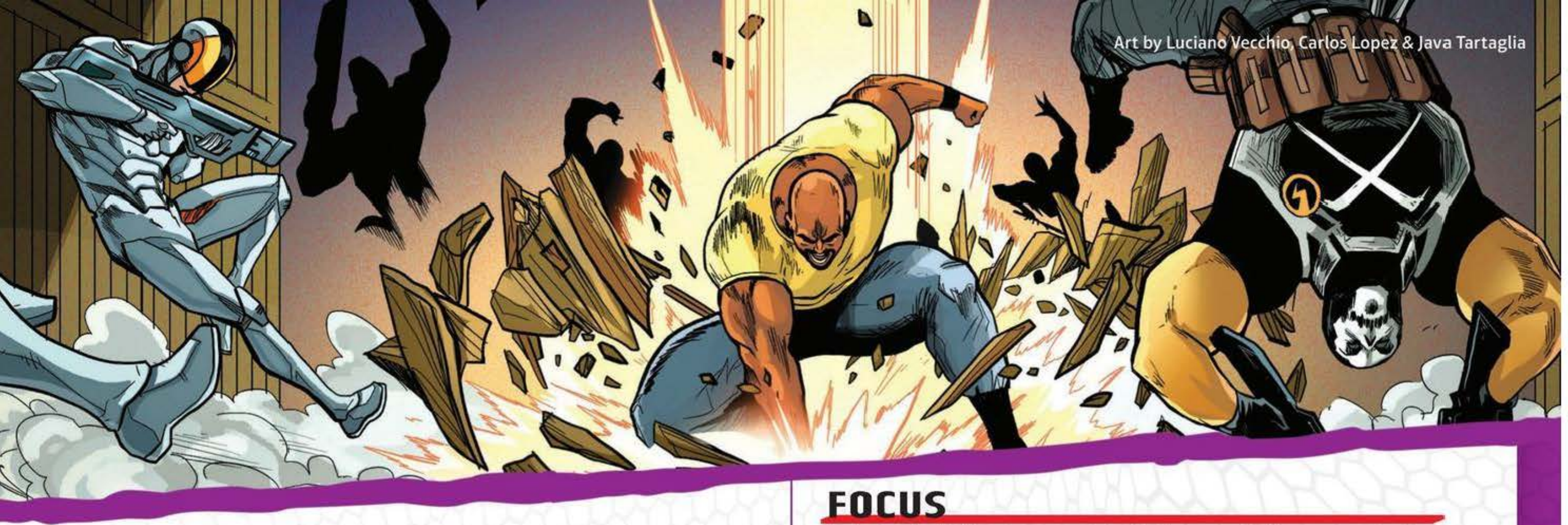
*Vigilance* represents situational awareness, mindfulness and discipline. Shang-Chi and Professor X score high in Vigilance. It's an important score for people who wind up in dangerous spots. Vigilance affects:

- Vigilance action checks for things like investigating crime scenes and searching for hidden objects.
- Vigilance defense, which helps against being surprised or ambushed.
- A character's Focus.
- A character's Initiative Modifier.

### Ego

*Ego* measures a character's energy, self-confidence, personal magnetism and force of personality. Doctor Strange has a high Ego. This ability score is vital for leaders of all kinds. Ego affects:

- Ego action checks for things like intimidating or persuading people and using psychic powers.
- Ego defense, which protects against psychological trauma and mind control.
- The use of magical and elemental powers.



Art by Luciano Vecchio, Carlos Lopez & Java Tartaglia

### Logic

*Logic* represents a character's powers of reason and insight. Mister Fantastic and Professor X have high Logic scores. It's an important score for the smartest people around. Logic affects:

- Logic action checks for things like inventing gadgets, solving puzzles and using complex weapons.
- Logic defense, which helps against being confused, befuddled or tricked.
- The use of telepathic powers.

### Ability Checks

A character's ability score is added to any action check made using that ability.

**Example:** *Spider-Man (all examples will use the Peter Parker version of Spider-Man, unless otherwise noted) has an Agility of 7. Whenever he makes an Agility action check, he adds +7 to his roll to get his final total.*

**Example:** *Spider-Man wants to shoot webs at the Kingpin. Since this is a ranged attack, he makes an Agility action check. He rolls 4* ***2*** *5, for a result of 11. To that, he adds his Agility score of +7 for a total of 18.*

### Ability Defenses

*Ability defenses* define the target number that someone attacking the character with that ability must meet or beat. To calculate a character's defense for any particular ability, just add 10 to their ability score.

***Example:*** *Spider-Man's Agility score modifier is +7. Add 10 to that to determine his Agility defense, which is 17. However, his Spider-Sense power gives him a permanent +2 bonus to his Agility defense, making it 19. If the Kingpin wants to throw something back at Spider-Man, he needs to make an Agility check and get a total of at least 19 to hit him.*

## HEALTH

A character's *Health* measures their capacity to endure physical damage and keep fighting. It can be temporarily lowered by physical damage.

To calculate a character's Health, multiply their Resilience by 30. The minimum is 10 Health, even if the character's Resilience is less than 1.

**Example:** *Spider-Man's Resilience is 3. Multiply that by 30 to determine his Health, which is 90.*

## FOCUS

A character's *Focus* represents their capacity for concentration and willpower. It can be temporarily lowered by psychic damage or the use of certain powers.

To calculate a character's Focus, multiply their Vigilance by 30. The minimum is 10 Focus, even if the character's Vigilance is less than 1.

**Example:** *Spider-Man's Vigilance is 3. Multiply that by 30 to figure out his Focus, which is 90.*

## KARMA

*Karma* represents that wild mix of luck, grit and destiny that seems to intervene in the lives of heroes. All heroes have Karma equal to their rank. To be considered a hero, the character has to have the tag Heroic (we'll get to what tags are in a moment).

**Example:** *Spider-Man is Rank 4, so he has 4 points of Karma.*

### Using Karma

After a character makes an action check, they can spend a point of Karma to gain an edge on the check. This allows them to reroll one of their dice.

When an enemy makes an action check that affects a character, the target can spend a point of Karma to give the attacker trouble on the check. This forces the attacker to reroll the best one of their dice.

A character cannot spend more than 1 point of Karma on any given action check.

A character's Karma resets to its standard number each time they get a decent night's sleep.

### Recovering with Karma

If a hero is low on Health or Focus, they can spend a Karma point to make an action check to recover some of it.

For a Health recovery, make a Resilience check. For a Focus recovery, make a Vigilance check. The target number for either is 10.

On a success, total up the number normally and multiply it by the character's rank, just like you would with a damage roll. The character gains that many Health or Focus points back, up to their maximum scores. A Fantastic success gives double that amount back. (We'll get to how damage works in just a bit.)

You cannot spend additional Karma on this check to reroll a die.

In some circumstances, a character's teammate can spend a point of Karma to give them a recovery check as well.

### Earning Karma

The Narrator can give a character a point of Karma for several reasons, at their discretion. Some examples include:

- The player did an excellent job role-playing the character.
- The character rescued someone.
- The character went out of their way to help someone.
- The character made an inspiring speech.
- The character shouted their catchphrase at an appropriate moment.
- One of the character's challenging traits came into play.

A character can have more Karma than their starting number, but if they fail to spend it before their Karma resets, they lose the excess.

### Karma and Acting Heroic

Only characters with the tag Heroic start out with Karma, but other characters can earn Karma too by doing good things—even if they are not generally heroic people. This includes villains, like Doctor Doom or Killmonger, and antiheroes like the Punisher too.

To make any use out of the Karma they earn, these non-heroes should spend it that same day. Otherwise, after they have a full night's sleep, their earned Karma vanishes.

## INITIATIVE MODIFIER

A character's *Initiative Modifier* helps determine when they can act during combat. The higher the number, the more likely they are to go first.

A character's Initiative Modifier is equal to their Vigilance. If there's an E next to a character's Initiative Modifier, that means they have an edge on their intiative checks.

**Example:** *Spider-Man's Vigilance is 3, so his Initiative Modifier is +3.*

## SPEED

A character's *speed* determines how fast they can move with a movement action. By default, all characters can have a Run Speed, Climb Speed, Jump Speed and Swim Speed (though for some characters, the speed might be 0).

When talking about movement, we work with spaces that are 5 feet wide.

The base Run Speed for most characters is 5 spaces. This can be modified by the character's Agility and size. For every 5 full points of a character's Agility score, add 1 space to their Run Speed.

**Example:** *Spider-Man's Agility is 7. This gives him an additional +1 space to his Run Speed, so his Run Speed is (5+1=) 6.*

The character's size can affect their Run Speed too. If they have the Big trait, add +1 to their Run Speed. If they have the Small trait, take –1 from their Run Speed.

**Example:** *Spider-Man is average size, so his size doesn't affect his Run Speed at all. She-Hulk, however, is big—one step above average. That adds +1 to her Run Speed.*

A character's base Climb Speed, Jump Speed and Swim Speed are half their Run Speed. Note that the Jump Speed applies to horizontal jumps, not vertical ones.

Some powers can affect a character's base speed. Other powers can grant additional modes of movement—like flying or swinglining—each with their own base speed.

## DAMAGE

*Damage* is expressed as a multiplier to the Marvel die result on your attack roll. This multiplier is usually equal to the character's rank.

**Example:** *Spider-Man is Rank 4, so his damage multiplier is ×4.*

Some powers can affect a character's damage multiplier. These often only affect damage done with a particular ability. Powers or other things that grant bonuses to damage multipliers **do not stack**.

**Example:** *Spider-Man's Mighty 1 power adds +1 to his Melee damage multiplier. That raises his Melee damage multiplier from ×4 to ×5.*

On top of this, add the ability score of the ability being used to the damage.

**Example:** *Spider-Man's Melee score is 5. When he makes a Melee attack, the damage is dMarvel × 5 + 5. If he rolls 3* **4** *5 on the attack, the total damage is [4×5]+5=25.*

## SIZE

A character's *size* determines how large they are compared to an ordinary person. Most characters are average size, but certain powers or traits can lead to a character being bigger or smaller—or even to changing on the fly!

In general, the bigger a character is, the faster they move and the easier they are to hit. The smaller they are, the slower they move and the harder they are to hit.

The way this affects combat is described in more detail in Chapter 4.

**Example:** *Spider-Man's size is average.*

## POWER SETS AND POWERS

*Powers* are special abilities—such as flight, super-strength or telepathy—that are beyond the capabilities of ordinary people.

A character's rank determines how many powers they can have. Many powers are organized into collections of closely related abilities known as *power sets*. Other powers—known as *basic powers*—stand alone.

**Example:** *Spider-Man has 10 powers from the Spider-Powers power set and seven basic powers.*

Art by Greg Land, Jay Leisten & Frank D'Armata

## BACKSTORY

Every character has a personal history that affects who they are today: their *backstory*. There are two major elements to this: *origins* and *occupations*. Each of them gives the character a package of *traits* and *tags* that affect how the character works in the game.

### Origin

Superhumans abound in the Marvel Multiverse, and they all have intriguing origins that help explain their powers. Some of them were born with their powers. Others gained them accidentally, through some strange and often unrepeatable scientific experiment or mishap. Still others acquired their powers through years of hard work or diligent study. And some don't really have powers at all but instead rely on technological wizardry that puts them on par with aliens and mutants.

There are several kinds of origins. They include:

- **Alien:** The character is an alien, is related to aliens or has been affected by aliens. Example: *Captain Marvel.*
- **High tech:** The character's powers arise from high-tech devices beyond the limits of modern-day engineering. Example: *Iron Man.*
- **Magic:** The character's powers arise from supernatural means. Example: *Doctor Strange.*
- **Mutant:** The character's powers spring from them being a member of the subspecies *Homo sapiens superior.* Example: *All of the X-Men.*
- **Special training:** The character's powers come from long hours of intense practice. Example: *Hawkeye.*
- **Weird science:** The character's powers arose from a scientific experiment or accident that's hard—if not impossible—to reproduce. Example: *Spider-Man.*

Each of these origins comes with a specific package of traits and tags. Note that it's possible to have more than one origin in special cases. This often happens with characters who have been around for a long time.

**Example:** *Spider-Man developed his powers after being bitten by a radioactive spider. His origin is weird science.*

### Occupation

Most characters had lives of their own before they gained powers, and many of them try to maintain those lives even after their world changes. The things they do are called *occupations*, and they each come with a package of traits and tags that the character picks up from them.

Here are a dozen common occupations, but there can be many more:

- **Criminal:** Like Ant-Man (Scott Lang) or Gambit
- **Health care worker:** Like Doctor Strange or Thor (Jane Foster)
- **Investigator:** Like Jessica Jones or Misty Knight
- **Journalist:** Like Spider-Man (Peter Parker) and Venom (Eddie Brock)
- **Lawyer:** Like She-Hulk or Daredevil
- **Leader:** Like Black Panther (T'Challa) or the Sub-Mariner
- **Military:** Like Captain America (Steve Rogers) or Wolverine
- **Outsider:** Like Thor (Thor Odinson) or Longshot
- **Scientist:** Like the Hulk or Mister Fantastic
- **Spy:** Like Black Widow (Natasha Romanoff) or Nick Fury
- **Student:** Like Spider-Man (Miles Morales) or Ms. Marvel (Kamala Khan)
- **Tycoon:** Like Iron Man or Sunspot

**Example:** *Spider-Man often works as a photographer for the* Daily Bugle. *Because of that, his occupation is journalist.*

## TRAITS AND TAGS

*Traits* and *tags* are labels for all sorts of things, including talents, skills, circumstances, minor super-powers, vulnerabilities and other terms that describe a character's capabilities. Most of these are positive things, while others are more challenging. The elements of a character's backstory grant them a number of traits and tags. They can also have others over and above those that aren't necessarily affiliated with origins or occupations.

In general, traits have a mechanical effect in the game, but tags do not. Traits come with rules and often have some sort of benefit for the character. Some traits can be challenging to the character. When those traits become challenging in the course of play, the character can earn Karma points for dealing with them.

Tags mostly cover narrative elements, things that can affect the character's story but that don't have a direct mechanical effect in the game. This includes things like whether the character's identity is public or secret, where they're from and other similar elements of their backstory.

### Adding Traits

A character's rank determines how many additional traits they can choose beyond those granted by their origin and occupation. Some traits are available to anyone, while others are restricted, often to characters with a particular origin.

### Adding Tags

A character can have any number of tags. There is no limit.

While we list a number of example tags later in the book, you should feel free to come up with new ones and apply them to your character as you like.

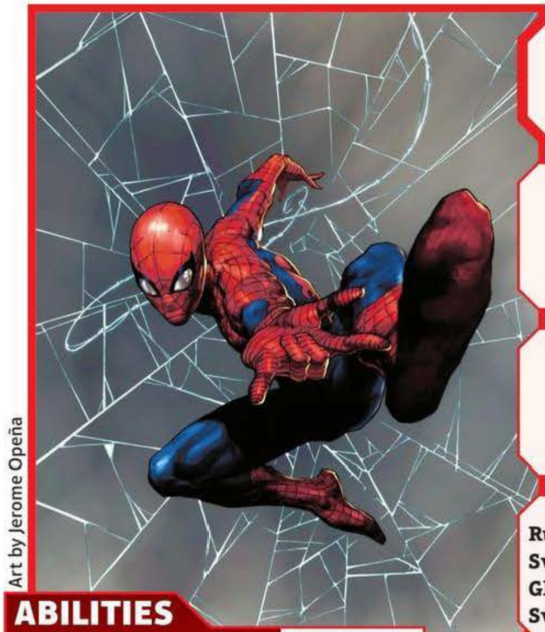
**Example:** *Spider-Man has the following traits:*

- *Audience*
- *Combat Reflexes*
- **Connections:** *Sources*
- *Free Running*
- *Inventor*
- *Pundit*
- *Scientific Expertise*
- *Weird*

*Spider-Man also has the following tags:*

- *Heroic*
- **Obligation:** *Aunt May*
- *Poor*
- *Secret Identity*

## SPIDER-MAN (PETER PARKER)



Art by Jerome Opeña

| RANK | KARMA |
|---|---|
| 4 | 4 |

| HEALTH | DAMAGE REDUCTION |
|---|---|
| 90 | — |

| FOCUS | DAMAGE REDUCTION |
|---|---|
| 90 | — |

**SPEED**

**Run/Climb/Jump:** 6
**Swim:** 3
**Glide:** 12
**Swingline:** 18

**INITIATIVE MODIFIER**
+3E

### ABILITIES

| | ABILITY SCORE | DEFENSE SCORE | NON-COMBAT CHECKS |
|---|---|---|---|
| MELEE | 5 | 19 | +6 |
| AGILITY | 7 | 19 | +7 |
| RESILIENCE | 3 | 13 | +3 |
| VIGILANCE | 3 | 13 | +3 |
| EGO | 0 | 14 | 0 |
| LOGIC | 4 | 14 | +5 |

### DAMAGE

| | dMarvel | | MULTIPLIER | | ABILITY |
|---|---|---|---|---|---|
| MELEE | dMarvel | × | 5 | + | 5 |
| AGILITY | dMarvel | × | 4 | + | 7 |
| EGO | dMarvel | × | 4 | + | 0 |
| LOGIC | dMarvel | × | 5 | + | 4 |

### TRAITS & TAGS

**TRAITS**
- Audience
- Combat Reflexes
- **Connections:** Sources
- Free Running
- Inventor
- Pundit
- Scientific Expertise
- Weird

**TAGS**
- Heroic
- **Obligation:** Aunt May
- Poor
- Secret Identity

### POWERS

**BASIC**
- Brilliance 1
- Combat Trickery
- Evasion
- Inspiration
- Integrity
- Mighty 1
- Wisecracker

**SPIDER-POWERS**
- Jump 1
- Spider-Dodge
- Spider-Sense
- Spider-Strike
- Wallcrawling
- Webcasting
- Webgliding
- Webgrabbing
- Webslinging
- Webtrapping

### BIOGRAPHY

**Real Name:** Peter Parker
**Height:** 5'10" **Weight:** 170 lbs. **Gender:** Male
**Eyes:** Hazel **Hair:** Brown **Size:** Average
**Distinguishing Features:** None
**Occupation:** Journalist
**Origin:** Weird Science
**Teams:** Avengers, Fantastic Four, Spider-Army
**Base:** New York City

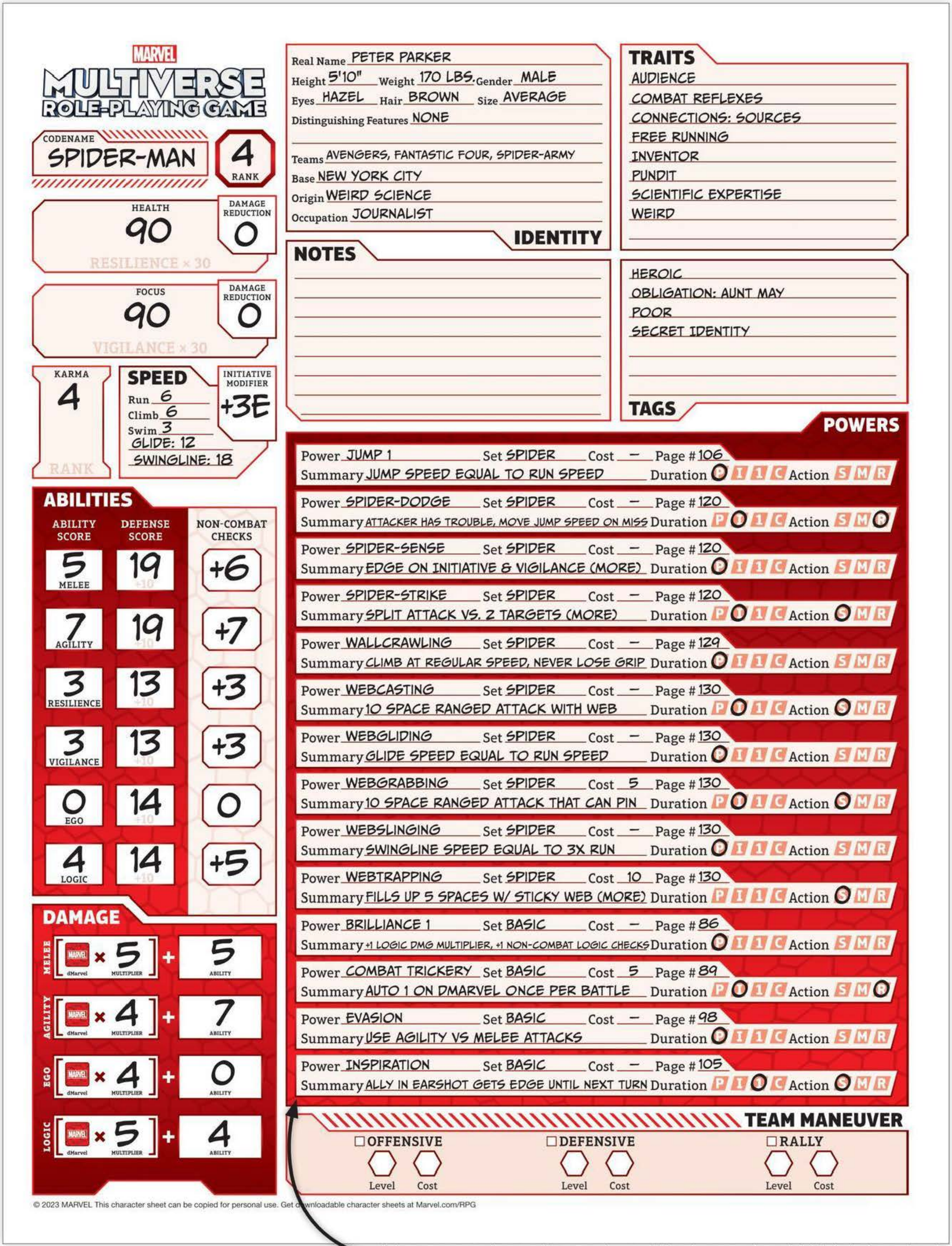
#### HISTORY

Bitten by a radioactive spider when he was in high school, Peter Parker gained a suite of spider-related powers. He exploited them for profit until he let a robber get away who later shot and killed his Uncle Ben in a botched burglary, driving home the lesson "with great power there must also come great responsibility." Since then, Parker has dedicated himself to fighting crime and helping those who have less power than him.

Over the years, Parker has been cloned, discovered one of his costumes was an alien symbiote and learned more about his deep connection to the Spider-Totem. At the same time, he's battled against the most colorful rogues' gallery around. Meanwhile, he's met up with several different variations of Spider-Man hailing from alternate dimensions, including the younger Miles Morales, also known as Spider-Man.

#### PERSONALITY

Parker is a genius who often lets his sense of responsibility get in the way of taking care of the basics of his life. He's known for his sharp wit and his wisecracking ways, which he often uses to enrage his foes. Despite the problems that often plague his personal life, it's rare that he lets feeling sorry for himself stop him from helping others, especially when he's in costume, webswinging through the city's streets.



MARVEL MULTIVERSE ROLE-PLAYING GAME

CODENAME SPIDER-MAN

RANK 4

| | |
|---|---|
| HEALTH | 90 |
| DAMAGE REDUCTION | 0 |
| | RESILIENCE × 30 |
| FOCUS | 90 |
| DAMAGE REDUCTION | 0 |
| | VIGILANCE × 30 |
| KARMA | 4 |
| | RANK |

**SPEED**

Run 6

Climb 6

Swim 3

GLIDE: 12

SWINGLINE: 18

INITIATIVE MODIFIER +3E

**ABILITIES**

| | ABILITY SCORE | DEFENSE SCORE | NON-COMBAT CHECKS |
|---|---|---|---|
| MELEE | 5 | 19 (+10) | +6 |
| AGILITY | 7 | 19 (+10) | +7 |
| RESILIENCE | 3 | 13 (+10) | +3 |
| VIGILANCE | 3 | 13 (+10) | +3 |
| EGO | 0 | 14 (+10) | 0 |
| LOGIC | 4 | 14 (+10) | +5 |

**DAMAGE**

| | dMarvel | × MULTIPLIER | + ABILITY |
|---|---|---|---|
| MELEE | dMarvel | × 5 | + 5 |
| AGILITY | dMarvel | × 4 | + 7 |
| EGO | dMarvel | × 4 | + 0 |
| LOGIC | dMarvel | × 5 | + 4 |

**IDENTITY**

Real Name PETER PARKER

Height 5'10" Weight 170 LBS. Gender MALE

Eyes HAZEL Hair BROWN Size AVERAGE

Distinguishing Features NONE

Teams AVENGERS, FANTASTIC FOUR, SPIDER-ARMY

Base NEW YORK CITY

Origin WEIRD SCIENCE

Occupation JOURNALIST

**TRAITS**

- AUDIENCE
- COMBAT REFLEXES
- CONNECTIONS: SOURCES
- FREE RUNNING
- INVENTOR
- PUNDIT
- SCIENTIFIC EXPERTISE
- WEIRD

**NOTES**

**TAGS**

- HEROIC
- OBLIGATION: AUNT MAY
- POOR
- SECRET IDENTITY

**POWERS**

| Power | Set | Cost | Page # | Summary | Duration | Action |
|---|---|---|---|---|---|---|
| JUMP 1 | SPIDER | – | 106 | JUMP SPEED EQUAL TO RUN SPEED | [✓ P] I 1 C | S M R |
| SPIDER-DODGE | SPIDER | – | 120 | ATTACKER HAS TROUBLE, MOVE JUMP SPEED ON MISS | P [✓ I] 1 C | S M [✓ R] |
| SPIDER-SENSE | SPIDER | – | 120 | EDGE ON INITIATIVE & VIGILANCE (MORE) | [✓ P] I 1 C | S M R |
| SPIDER-STRIKE | SPIDER | – | 120 | SPLIT ATTACK VS. 2 TARGETS (MORE) | P [✓ I] 1 C | [✓ S] M R |
| WALLCRAWLING | SPIDER | – | 129 | CLIMB AT REGULAR SPEED, NEVER LOSE GRIP | [✓ P] I 1 C | S M R |
| WEBCASTING | SPIDER | – | 130 | 10 SPACE RANGED ATTACK WITH WEB | P [✓ I] 1 C | [✓ S] M R |
| WEBGLIDING | SPIDER | – | 130 | GLIDE SPEED EQUAL TO RUN SPEED | [✓ P] I 1 C | S M R |
| WEBGRABBING | SPIDER | 5 | 130 | 10 SPACE RANGED ATTACK THAT CAN PIN | P [✓ I] 1 C | [✓ S] M R |
| WEBSLINGING | SPIDER | – | 130 | SWINGLINE SPEED EQUAL TO 3X RUN | [✓ P] I 1 C | S M R |
| WEBTRAPPING | SPIDER | 10 | 130 | FILLS UP 5 SPACES W/ STICKY WEB (MORE) | P I 1 C | [✓ S] M R |
| BRILLIANCE 1 | BASIC | – | 86 | +1 LOGIC DMG MULTIPLIER, +1 NON-COMBAT LOGIC CHECKS | [✓ P] I 1 C | S M R |
| COMBAT TRICKERY | BASIC | 5 | 89 | AUTO 1 ON DMARVEL ONCE PER BATTLE | P [✓ I] 1 C | S M [✓ R] |
| EVASION | BASIC | – | 98 | USE AGILITY VS MELEE ATTACKS | [✓ P] I 1 C | S M R |
| INSPIRATION | BASIC | – | 105 | ALLY IN EARSHOT GETS EDGE UNTIL NEXT TURN | P I [✓ 1] C | [✓ S] M R |

**TEAM MANEUVER**

☐ OFFENSIVE Level Cost

☐ DEFENSIVE Level Cost

☐ RALLY Level Cost

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*The powers continue on the second page of the character sheet (which isn't shown here). If you don't understand some of what you see here, keep reading. We will get to it soon.

# 4

# COMBAT

**ONCE YOU HAVE YOUR CHARACTERS READY, IT'S TIME TO** jump in and start playing the game. The Narrator handles most of the preparation for that, as described in full in Chapter 10. They set up the adventures, present the people and places in them and orchestrate the conflicts that make them exciting and fun.

Most adventures involve a mix of different things: talking with other characters, investigating crimes, solving mysteries—even getting to work on time or explaining where you've been to your parents. In many cases, though, the conflicts between characters—especially super heroes and super villains—escalate to the point at which a fight breaks out. When that happens, you need to know how combat works in the game.

Combat is far from the only thing that happens in the game. It's often not even the most important thing. But it's something that requires a lot of attention to make sure it's done right.

You can handle a conversation around a table by talking. When the fists start flying, it's time to break out the dice.

## WAYS TO PLAY

Players can represent combat in the *Marvel Multiverse Role-Playing Game* in whatever way suits them best. The two main ways are in their imaginations or on a map.

### Theater of the Mind

The default way to play the game is in the collective imaginations of all of the players, otherwise known as the *theater of the mind*. Most of the time, this works wonderfully well, as lots of role-playing game sessions consist of conversations and dramatic moments in which the characters' precise locations don't matter much. When combat starts, though, things like the characters' relative positions become more important.

Still, some groups can handle even the most complex combats in their heads. To do so, they treat locations, speeds and ranges more as rough suggestions rather than restrictions, and they trust the Narrator to rule on any edge cases fairly.

This works especially well if the players don't happen to be sitting around a table together. Instead of breaking out maps and miniatures, they can play the game wherever they happen to be, either online or in the same room. All they need to have on hand are their character sheets and dice.

### On a Map

Many players, however, enjoy being able to see everything clearly on a map, often with miniatures representing each of the characters, their foes and anyone else in the area. This can increase the drama of the moment, and it can help make things seem eminently fair, as everyone can see the exact situation on the table. It leaves a lot less room for quibbling.

Some Narrators like to use dry-erase whiteboards on which they can draw a map of the combat. Others use roll-up vinyl battlemats, often with a grid printed on them. A dedicated few make massive printouts or even use computerized projections or gigantic screens. The most ambitious create fully realized, hand-painted, three-dimensional dioramas on which to play, often with a grid marked on the play surface's floor.

### Using Miniatures

Many official Marvel miniatures have been produced over the years, and these work perfectly when playing with official Marvel characters. You can also check **Marvel.com/rpg** for official *Marvel Multiverse Role-Playing Game* miniatures. Most standard figures (25mm to 35mm scale) work perfectly, but you could even play with full-sized action figures if you like. You'd just need to provide a bigger map on which to move them.

If the players make up their own original characters, it's up to them to find figures that match their creations or at least come reasonably close. In a pinch, you can substitute whatever you like: figures from other games, dice, coins or anything else handy.

### Playing on a Grid

Official *Marvel Multiverse Role-Playing Game* maps usually feature a square grid, which makes it easy to copy the map over to a battlemat with a square grid. Each square on the map is considered to be 1 space, and each character can usually stand by itself inside of a space.

However, you can play on any kind of surface you like. When playing on a square grid, a character can move from its current square into any of the eight adjacent squares. If you play on a hex grid, a character can move into any of the six adjacent hexes. Just count out the spaces normally.

Characters on a square grid who move diagonally are moving slightly farther than those who move orthogonally (into squares that share sides rather than just corners), but—for the sake of simplicity—ignore that. Just count out each square moved into as 1 space moved, no matter which direction the character moves.

### Vertical Movement

Characters can also move through an area vertically—whether flying, swimming, wallcrawling or by some other means, even just riding an elevator. When under their own power, they can move up or down 1 space at the same time that they move horizontally. This doesn't cost them any extra movement.

In general, each floor of a building is 2 spaces high. This can vary with the building, of course, but it's a good rule of thumb.

When you want to figure out how far a character can move, just count the number of spaces they want to move vertically and the number of spaces they want to move horizontally. Whichever of them is the biggest number is the length of the move.

**Example:** *Iron Man is standing next to a traffic light. He wants to cross the street diagonally and fly up to the roof of the three-story building on the opposite corner. The street is 7 spaces across from corner to corner, and the roof of the building is 6 spaces high. Iron Man can reach it by spending a total of 7 spaces of movement.*

### Playing Free-Form

Throughout this book, we assume the game is being played on a map with a grid. If you'd rather do it without a grid, that's okay too.

When playing on a map or diorama without a grid, the characters have full freedom of movement, and they can be placed wherever their players like. You can use a ruler to figure out how far they can move. If the map is set up for standard figures and terrain, an inch equals 1 space, so a character with a Run Speed of 5 can move 5 inches with a single movement action.

### Virtual Tabletops

If the players in your group can't all be in the same room, you can run your game online instead. A simple way to manage this is through any teleconferencing software that allows you to share a screen. The Narrator can put a map on a slide or image and show the position of the characters as icons or graphics on top of that, or they can use a virtual whiteboard system in the same way. In either case, the other players can all handle their own die rolls and character sheets by hand.

However, there are a number of options out there for virtual tabletop (VTT) systems to run your game. Officially licensed VTTs (see **Marvel.com/rpg** for more information) feature premade maps, character sheets, tokens and virtual dice rollers to enhance the entire experience. These can handle just about every aspect of a game, and they can be a lot of help with figuring things like ranges, lines of sight and more. This can be so handy that some groups make use of them even when they're playing in the same room.

## TIMING

When a fight breaks out, adrenaline kicks in, and everything seems to go incredibly fast and break into slow motion *at the same time.* To help keep things clear and orderly in such chaos, we break down combat into a series of rounds and turns.

A round represents roughly five seconds of time. In the course of a round, each combatant gets to take a turn in an established sequence, during which they get to take their actions.

The exception is reactions, which can happen out of order. These can be used to interrupt another character's turn at crucial moments.

## SEQUENCE OF PLAY

When a fight breaks out, here's how it works.

1. Determine positions.
2. Roll initiative checks to determine the initiative order.
3. Start a new round.
4. Each character takes their turn in initiative order.
5. If any combatants are still able and want to fight, go back to step 3.
6. Otherwise, the combat ends.

A combat can be over in a single round, or it can take several rounds to resolve. It's up to the players and the dice.

## DETERMINE POSITIONS

Most of the time, a character's exact position doesn't matter that much, but during combat, it can become a matter of life or death. When a combat starts, the players work together to figure out where everyone involved in the combat is located.

If you're using a battlemat or virtual tabletop, place the figures or icons where they belong in those spaces. In general, only one character is allowed in each space, but this is more a matter of practicality than anything else. It helps keep the fight from turning into a pileup.

If you're working with theater of the mind, simple descriptions of the characters' positions can be enough. The Narrator just has to be able to keep everything straight in their head during the battle. To make it easier, the Narrator can use a small map or diagram of their own without showing it to the rest of the players.

### Line of Sight

Many powers and attacks require the character to be able to see their target. This is called having a line of sight.

If it's unclear if a character can see a particular thing, they should make a Vigilance check against a TN the Narrator assigns. Under ideal circumstances, anything within 200 spaces is considered within line of sight for attacks, although the maximum range for a ranged attack is often much less than this.

In any case, the maximum distance for a line of sight can vary wildly with conditions like weather, darkness, flashing lights, and more.

In most cases, the Narrator can simply state whether or not the character can see their target. Other characters generally block line of sight, although Narrators can make exceptions for characters of unusual size, characters who are flying and so on.

If a target is using something or someone for cover—like partially hiding around a corner or a car—but can still be seen, attacks against that target have trouble.

### Earshot

Some powers and attacks require the character to be able to hear or speak to their target. This is called being within earshot.

If it's unclear if a character can hear a particular thing, they should make a Vigilance check against a TN the Narrator assigns. Under ideal circumstances, anything within 100 spaces is within earshot. This can vary wildly with conditions like background noise, volume of the sound that needs to be heard and even the condition of the speaker's voice.

In most cases, though, the Narrator can simply state whether or not the character and their target can hear each other.

### Range

Some powers and attacks have a range listed in spaces.

- Any attacks within this range are treated normally. Just roll for them like any other check.
- Any attacks up to double this range have trouble.
- Attacks beyond double the range are impossible.

For example, if the range is 20 spaces, attacks at targets within 20 spaces are treated normally. From 21 to 40 spaces, they have trouble. Beyond that, the attack can't be made.

## INITIATIVE

At the start of combat, each combatant makes an *initiative check* by rolling d616 and adding their *Initiative Modifier*. This check automatically succeeds.

The players each roll for their respective characters, while the Narrator rolls for the other characters. If the combat includes large groups of identical combatants (a platoon of Hydra soldiers, for instance), the Narrator can make a single roll for each group, and each combatant in that group then acts on the same initiative number, in whichever order the Narrator likes.

Art by Salva Espín & GURU-eFX

The Narrator then sorts the combatants in order from the highest initiative check result to the lowest. If two initiative checks are tied, but one combatant got a Fantastic result, that combatant goes first. If neither or both rolled Fantastic results, the combatant with the higher Initiative Modifier goes first. If the Initiative Modifiers are also tied, the player's character goes first. If there's still a tie among players' characters, they can decide how to break the tie among themselves, or they can simply roll off.

The sorted list is called the *initiative order*, and it persists from round to round during this combat. For each new combat, you roll to set up a new initiative order.

### The Bonus Round

Characters who get a Fantastic result on their initiative check get to take part in a bonus round before the regular combat begins. They do so in the regular initiative order, skipping those who didn't get a Fantastic result. After they're done, the first regular round begins.

**Example:** *Spider-Man (Peter Parker) and Wolverine (Logan) run across Doctor Octopus and Sabretooth robbing a bank. Spider-Man's and Wolverine's players make initiative checks for their characters, while the Narrator rolls for Doctor Octopus and Sabretooth. The results:*

- **Spider-Man:** *20*
- **Sabretooth:** *17*
- **Wolverine:** *15*
- **Doctor Octopus:** *14*

*Spider-Man gets to go first, then Sabretooth, Wolverine and Doctor Octopus.*

*However, both Spider-Man and Doctor Octopus got a Fantastic result on their initiative checks. That means they both get a turn in the bonus round before the regular rounds start. Spider-Man would act first in the bonus round, as he was first in initiative order.*

### Surprise

It's up to the Narrator whether or not a given character is surprised, as this depends a great deal on the circumstances of each situation—especially when things like illusions, mirages, invisibility and darkness come into play.

Characters who are surprised by their opponents when combat starts have trouble on their initiative check. A surprised character cannot act in the bonus round.

If a character is surprised later in the combat, the characters who surprised them have an edge on attacks against them for one round.

**Example:** *In the middle of a battle, the Invisible Woman turns invisible and sneaks up behind Doctor Doom, who is busy fighting the rest of the Fantastic Four. The Narrator makes a check for Doom to see if he detects the Invisible Woman, but Doom fails it. When the Invisible Woman attacks, Doom is surprised, and the Invisible Woman gets an edge on her attack against him.*

## TAKING A TURN

On a character's turn, they can take one *standard action* and one *movement action*. They can take these actions in any order, and they can take their standard action at any point before, during or after their movement action.

**Example:** *Spider-Man (Peter Parker) swinglines into the bank on his webs to punch Doctor Octopus. His movement when swinglining is 18 spaces, and Doctor Octopus is only 10 spaces away. After the attack, Doctor Octopus is still standing, so Spider-Man uses the rest of his movement to circle around his foe and put himself between Doctor Octopus and an innocent bank teller.*

Art by Marcos Martin & Muntsa Vicente

### No Action Required

Many fast and simple things a character can do don't require the use of a standard action or a movement action at all, but a character can still do them. This includes things like speaking, reloading weapons, reading a sign, doing simple things within reach—like turning on the lights, opening a door or window or picking something up—putting on a mask and so on.

It's up to the Narrator as to what rises to the level of an action. In general, though, anything that requires an action check also requires an action.

If a character wants to do something that requires enough time that a round would pass, then they wind up skipping their turn that round. While that can make sense in some situations, it's often not a good idea in the middle of a fight. Kind Narrators should warn a player if this is about to happen, however, so the player can adjust their plans before it's too late.

### Reactions

Each character also gets one *reaction* per round. A reaction can temporarily interrupt the initiative order to allow the character to respond to a trigger of some kind, whether it happens on their turn or someone else's.

If a reaction interrupts another combatant's turn, the initiative order returns to that combatant after the reaction ends. Once a character takes a reaction, they can't take another one until the start of their next turn.

It's possible for a character to interrupt another character's reaction with their own reaction. It doesn't happen often, but when it does, it's up to the Narrator to keep track of the proper sequence of actions and reactions.

## DELAYING THINGS

In some circumstances, a character might want to delay some or all of their actions and take them later in the initiative order.

### Holding a Turn

When a character's turn arrives in the initiative order, they can choose to *hold* their turn instead of taking it. To hold a turn, they voluntarily reduce their own initiative check to a lower number. They can specify the new number when they start holding, or they can leave it undefined until they decide to take their turn.

A character holding a turn can take it just before or just after another character's turn. Once a character starts their turn, they cannot be interrupted by a held turn—although someone could interrupt them with a reaction instead.

When a character takes a held turn, their initiative check becomes fixed at its new place in the initiative order for the rest of the combat. If they hold their turn until the next round starts and take the held action before their next turn would have arrived in the initiative order, their initiative check rises to that new number for the rest of the combat.

No character gets to take two turns in the same round, and they don't ever regain the time spent holding. If two or more holding characters want to act at the same time, the character who began holding first gets to go first.

### Reserving an Action

Instead of taking a standard or movement action on their turn, a character can choose to *reserve* that action and use it later with their reaction. They simply state the action they plan to take and the conditions that would trigger them to take it.

The reserved action must be one the character could carry out with the action reserved. For example, they cannot reserve a movement action to make an attack. That requires a standard action instead.

If the trigger conditions are met before the character's next turn starts, they can use their reaction to take the reserved action. If they do not have a reaction available—because they already used it or for any other reason—they cannot take the reserved action.

The reserved action takes place immediately when the trigger conditions are met, interrupting the turn of whoever is currently acting until the reserved action is complete. The reserving character's place in the initiative order does not change.

**Example:** *Captain America is working his way into a Hydra headquarters when he's spotted. On his move, he races around a corner, out of sight, and then stops. His player declares that he's reserving his standard action to punch anyone who comes around the corner after him.*

It's possible to have more than one character want to resolve a reserved action at the same time. When that happens, have all involved characters make a new initiative check that only applies to this sequence of actions. There are no bonus rounds for this.

**Example:** *In the middle of a brawl, the Mandarin grabs Sharon Carter, holds her before him and threatens to disintegrate her. Captain America tries to talk the Mandarin into letting Carter go. Captain America, the Mandarin and Carter all reserve their standard action during this dialogue.*

*The Mandarin decides the time for talk is over and tries to attack Carter. All three characters involved make a new initiative check. They come up:*

- **Sharon Carter:** *19*
- **Captain America:** *18*
- **Mandarin:** *15*

*Carter goes first and elbows her way free of the Mandarin, diving to the ground. Captain America hurls his shield at the Mandarin and knocks him out. The battle is over before the Mandarin gets to take his reserved action, so his attack never happens.*

## STANDARD ACTIONS

Each character gets one standard action every turn. They can take that action at any point before, during, or after their movement action.

When taking a standard action, a character can attempt a number of different maneuvers. They include:

- Attack
- Dodge
- Escape
- Grab
- Help
- Move
- Use a power

## Attack

There are two different kinds of attacks: close combat and ranged combat. Close attacks are made with fists and handheld weapons. Ranged attacks are made with guns and bows and many kinds of powers.

For a close attack, the target must be within the attacker's *reach*. For average-sized characters, that's 1 space. The attacker makes a Melee check against their target's Melee defense. If the attack succeeds, it inflicts the attacker's Melee damage on the target, including the effects of any weapons or powers used. On a Fantastic success, double the damage.

You don't need a weapon to make a close attack, but they can help. Details on weapons appear later in this chapter.

For a ranged attack, the target must be within the attacker's line of sight and double the weapon's listed range. Most of the time, the attacker makes an Agility check against the target's Agility defense. If the attack succeeds, it inflicts the attacker's Agility damage on the target, including the effects of any weapons or powers used. On a Fantastic success, double the damage.

## Grab

If the character wants to get a hold on an unwilling target—like a foe—they need to *grab* them. To do this, they make a Melee check against the target's Melee defense. If they succeed, they grab the target. On a Fantastic success, the target is *pinned* as well.

Neither the grabbed character nor the grabber can move unless they can carry the other person with them. The grabber can let go at any time, but the grabbed character must escape to be free.

Art by Alan Davis, Mark Farmer & Nathan Fairbairn

## Dodge

The character actively dodges to avoid incoming attacks. Any attacks against the character have trouble until the character's next turn—or the end of the next round at the latest.

## Escape

If the character is grabbed or pinned by another character, they can attempt to break free. They make a Melee check against the grabber's Melee defense. If they succeed, they free themselves and can then use the rest of their turn normally.

This works the same way if a character tries to free someone else who is grabbed or pinned. They make a Melee check against the opponent's Melee defense. If they succeed, the trapped character is freed.

A character can also attempt to free themselves or someone else from being pinned or paralyzed by something physical. The Narrator sets the target number for such attempts. Common target numbers include 20 for webbing or chains and 16 for ropes.

**Example:** *Kraven the Hunter is trapped in Spider-Man's webbing. He must make a Melee check against a target number of 20 to escape.*

A pinned character has trouble on Melee and Agility action checks and cannot move at all.

Anyone making an attack against an entangled charactershas trouble. If the attack against the intended target fails, compare the same attack check against the other target's Agility defense to see if it hits them instead.

If the attacker doesn't care who gets hit, the attacker has an edge on their check. If the result is high enough to hit one of the targets but not the other, that's who it hits. If it's high enough to hit either of them, determine the actual target randomly.

**Example:** *Baron Zemo pins Captain America. Crossbones tries to shoot at Captain America. He rolls 2* ***3*** *3, which adds up to 8, plus his Agility of 5, which totals 13. That misses Captain America, as it is less than Captain America's Agility defense of 14. Crossbones then compares his result against Baron Zemo's Agility defense of 13. That's a hit!*

*The Red Skull opens fire at Captain America too, but he doesn't care if he hits either of the two entangled characters. He gets an edge on the attack, and his total result is 15. That's enough to hit either target, so he rolls a die, stating that an even number hits Captain America and an odd number hits Baron Zemo. He gets a 3, which means Baron Zemo is having a rotten day.*

### Help
The character does something—which their player should describe—to help out a target character. That target character gets an edge on their next action, as long as it happens before the aiding character's next turn—or the end of the next round at the latest.

The character can even pick themselves as the target character, helping themselves out by preparing for their next action.

**Example:** *Hawkeye (Kate Bishop) and Captain Marvel (Carol Danvers) are fighting Thanos. Hawkeye would have a hard time hurting Thanos on her own, so she decides to start shouting ridiculous insults at Thanos to distract him. This gives Captain Marvel an edge when she tries to punch Thanos.*

### Move
If the character likes, they can use their standard action to move, just like they would with a movement action. This way they can move twice in a single turn, which represents them putting their energy into an all-out sprint.

### Use a Power
Many powers require an action to activate. The description of the power tells you what kind of action is necessary: either standard, movement or reaction.

## REACTIONS
Each character gets one reaction every turn, which they can use when something happens that could trigger a particular reaction.

Many powers can be used with a reaction. In fact, some of them can *only* be used with a reaction. The triggers for these powers are listed in the descriptions of those powers in Chapter 7.

There are a number of basic maneuvers anyone can use as a reaction, without any power necessary. They include:

- Escape
- Fastball Special
- Help Teammate
- Interpose
- Ram
- Release
- Skulk

### Escape
**Trigger:** The character has been grabbed, pinned or paralyzed by something physical.

**Effect:** The character can attempt to escape, just like they could with a regular action.

### Fastball Special
**Trigger:** An ally throws or fires the character at an enemy, and the ally succeeds at their Agility check.

**Effect:** The character makes a close attack at the enemy they were thrown or fired at. If the attack is a success, the enemy takes double damage. If the attack is a Fantastic success, the enemy takes triple damage.

### Help Teammate
**Trigger:** A teammate (someone on the same team as the character, as listed on their character sheets) fails an action check.

**Effect:** The teammate gains an edge on that action check.

### Interpose
**Trigger:** Someone within the character's reach is the target of an attack that does not also target the character.

**Effect:** The character moves (for free) to stand between the target and the attacker, becoming the new target of the attack. The attacker's TN for the attack is the lower of the character's defense or the original target's defense.

### Ram
**Trigger:** The character moves their full speed in a straight line toward a target and then uses their standard action for additional movement to move right up to the target.

**Effect:** The character can now use their reaction to make a close attack against the enemy they moved up to. If the attack is a success, the character takes regular damage from the impact, and the enemy takes double damage. If the attack is a Fantastic success, the character takes regular damage still, but the enemy takes triple damage instead and is knocked prone.

### Release
**Trigger:** Something the character is grabbing moves or attacks.

**Effect:** The character can release what they are grabbing.

### Skulk
**Trigger:** The character is a target of an attack, and someone within their reach is not a target of that attack.

**Effect:** The character moves (for free) behind the nearby person, and that person becomes the new target of the attack. The attacker's TN for the attack is the lower of the character's defense or the new target's defense.

## MOVEMENT ACTIONS
Each character gets one movement action every turn. If they like, they can use their standard action as a movement action as well, doubling their movement that turn.

A character can take their standard action at any point before, during or after their movement action.

Some powers require a movement action to use. This is listed in the descriptions of those powers in Chapter 7.

When a character moves, they can travel a distance up to their listed speed with that mode of movement. Every character automatically has running, jumping, swimming and climbing as potential movement modes. Powers and traits can give them additional modes.

### Basic Speeds
A character's Run Speed is 5 spaces, plus 1 space for each 5 points they have in Agility.

A character's Climb Speed, Jump Speed and Swim Speed are half their Run Speed. The Jump Speed only applies to horizontal jumps—unless the character has the Jump power, which can be used for vertical jumps as well.

Other speeds are listed in the descriptions of the powers that grant them. They are often based on the Run Speed. Powers that affect Run Speed (or any other speeds) do not stack. Instead, use the one that offers the greater benefit.

### Combining Modes

Characters can combine two or more modes of travel in the same movement action. For instance, if they begin their turn underwater, they could swim to the surface and then fly to a nearby building. When combining two or more modes of travel, a character must use whichever mode has the lowest speed for them as their overall speed for that movement action.

### Gliding

The character can glide at their listed Glide Speed. At the end of a turn in which they glide, they lose altitude equal to half of their Glide Speed.

### Swinglining

Swinglining consists of swinging from place to place on a series of lines, like Spider-Man does on his webs. A character can swingline at their listed Swingline Speed.

A character's Swingline Speed is also the swingline's reach. The character must be within their swingline's reach of an anchor—something to which the swingline can attach—to continue swinglining. Otherwise, they fall at the end of their turn.

### Teleporting

The character can teleport between any two open points, as described in the power they use to teleport. If they end their teleportation in thin air, they fall at the end of their turn.

### Lifting and Carrying

A character can pick up anything their own size or smaller, and they can carry, swing or throw it. With a successful Challenging Melee check, they can lift something one step larger than they normally can, but they cannot carry, swing or throw it.

Carrying something smaller than the character's size does not affect their movement. Carrying something their own size cuts their movement in half. Characters cannot normally carry something larger than their own size.

### Sneaking/Hiding

A character who doesn't want to be observed while moving can sneak or hide. Moving while sneaking cuts their speed in half.

Anyone who might be able to spot the character can make a Vigilance check against the character's Agility defense. A success means the character is spotted.

### Towing

Sometimes a character grabs or pins a target at the end of a length of line like a rope, a chain or a webline. When this happens, the character can move toward the target, or the target can move toward the character with their movement action.

If either attached character is strong enough to carry the other, they can use the line to tow the other character during their own movement action. They can also reel the other character toward them on the line, narrowing the distance up to the towing character's speed.

Using a standard action, either character can use the line to throw the other—if they are strong enough to throw them—up to their normal range. If the thrown character lands within the length of the line, they remain grabbed/pinned. Otherwise, the throwing character must release the line if they can. If they can't, the maximum range of the throw is the length of the line.

If the target is strong enough to carry the character, they can use their movement action to move away from the character. The character must release the line with their reaction—if they can—or be towed by the target.

Other characters do not suffer trouble when attacking the attached characters, unless the two characters are in adjacent spaces.

### Terrain

The basic movement speeds assume the character is moving through an open area. Things like running through a swamp, a thick forest or an alley full of trash cans slow a character down. Such challenging landscapes are called *difficult terrain*.

When a character moves through difficult terrain, their movement costs 2 spaces rather than the usual 1 space. If a character doesn't have enough movement left to move into a space, they must stay where they are.

Characters that can fly or otherwise move above difficult terrain are not affected by it.

**Example:** *Luke Cage has a Run Speed of 5 and uses his movement action to run through a swamp. Moving through the swamp costs 2 spaces of movement for each space moved, so he can move 2 spaces for 4 spaces of movement. He doesn't have enough movement left to get into the next space, so he has to stay where he is.*

*Jessica Jones can fly over the swamp, so it doesn't affect her Flight Speed at all.*

### Falling Prone

While a character is prone (on the ground), they have trouble on all Melee attacks. People making close attacks against them have an edge.

Ranged attacks against a prone character have trouble.

It costs a prone character 1 space of movement to stand up.

A prone character can crawl (move while prone). This is treated like moving over difficult terrain.

## FALLING

Any time a character ends a movement action in midair—without any means of support—they fall up to 100 spaces at the end of their turn. If they don't hit anything, they keep falling turn after turn until they do.

### Falling Damage

If a character hits something when they land, they—and whatever they hit—take Health damage. To calculate the damage, the Narrator makes a standard action check. The damage multiplier for the roll is 1 for every 3 spaces fallen, up to a maximum damage multiplier of 20.

If that damage is enough to destroy whatever was struck, the character takes the damage, smashes through it and keeps falling. (See "Objects," later in this chapter, for how objects manage damage.) Otherwise, the impact halts the fall.

Art by David Lopez & Álvaro López

### Controlled Landing

A character can subtract their Jump Speed from the number of spaces they fell. This reflects their ability to make a controlled landing.

### Odd Landings

If the character is unfortunate enough to fall into boiling magma or onto large spikes, the Narrator can increase the damage multiplier as they see fit.

Similarly, if the character is fortunate enough to fall onto a soft surface such as hay, water or snow, the Narrator can reduce the damage multiplier.

### Diving

A character with a power that normally keeps them aloft—allowing them to fly, glide, levitate and so on—can choose to start free-falling at the end of their movement action, allowing them to add up to 100 spaces of downward movement. In this way, they can use gravity to add to their regular movement for a controlled dive.

## DEALING DAMAGE

When a character deals damage with an action check—like with a close attack or a ranged attack—that damage is expressed as a multiplier applied to the action check's Marvel die. To that, you then add the ability the character used for the action check.

A character's basic damage multiplier is their rank, but some powers—like Mighty or Accuracy—can add to it. These may give a character a bonus to their damage multiplier for certain types of attacks and should be kept track of separately. There's space for this on the character sheet.

**Example:** *She-Hulk is Rank 4, so her damage multiplier is 4. Her power Mighty 4 adds +4 to that for close attacks, which gives her a damage multiplier of 8. To that, she adds her Melee score, so when she hits with a close attack, she does (dMarvel×8)+5 points of damage.*

### Damage Types

There are two types of damage. Physical injuries cause *Health damage,* and mental injuries cause *Focus damage*. Health damage is deducted from the target's Health, and Focus damage is deducted from their Focus.

**Example:** *Shang-Chi's punches do dMarvel×4+7 points of Health damage. If he gets a 6 on the Marvel die, that totals up to (6×4+7=) 31 points of damage. A Fantastic success would double that, doing 62 points of Health damage.*

### Effects of Damage

If a character's Health is reduced below 1, they are knocked *unconscious*. Any powers they were concentrating on end immediately.

While unconscious, a character cannot take any actions. Their defense against ranged attacks is reduced to 10, and close attacks automatically hit them. If a character's Health is reduced to a negative value equal in magnitude to their maximum Health, or worse, they are *killed*.

If a character's Focus is reduced to 0, they are *demoralized*. Any conditions or powers they were concentrating on end immediately. While demoralized, they have trouble on all actions. If their Focus is reduced to a negative value equal in magnitude to their maximum Focus, or worse, they are *shattered*: frozen in place by fear and stress.

### Stacking Damage Multipliers

Things that grant bonuses to damage multipliers **do not stack**. This means that they do not add together. If you have two or more multipliers that could apply in a situation, the largest one takes effect, and the others do not.

**Example:** *She-Hulk picks up a club that adds +1 to the user's Melee damage multiplier. She also has Mighty 4, which adds +4 to her Melee damage multiplier. The modifier from Mighty 4 is higher, so only that has any effect. Her bare fists are more powerful than any club.*

### Fantastic Damage

If a character gets a Fantastic success on a close-combat check, the attack does double damage. Total up the regular damage and multiply it by 2. Many powers also give the Fantastic success an additional effect.

In addition, if the character has the Mighty power, they can deal *knockback* to the target.

### Damage Reduction

Some powers and equipment grant damage reduction. This is expressed by a number, like Damage Reduction 2.

When calculating damage that an attack does to someone with damage reduction, reduce the damage multiplier by the amount of damage reduction. If the damage multiplier is reduced to less than 1, the attack does no damage at all, not even from the attacker's Ability score bonus.

If the attack gets a result that increases the damage multiplier, apply the damage reduction before figuring the increase.

As with damage multipliers, things that grant bonuses to damage reduction **do not stack**. This means that they do not add together. If you have two or more instances of damage reduction that could apply in a situation, the largest one takes effect, and the others do not.

**Example:** *Spider-Man (Miles Morales) punches Iron Man (Tony Stark) and hits. Spider-Man's Melee damage is (dMarvel×4)+3. Iron Man's armor gives him Sturdy 2, which reduces the damage multiplier by 2, so the damage that gets through from a successful punch is (dMarvel×2)+3 instead.*

*Spider-Man takes another shot at Iron Man and gets a Fantastic success. This makes his damage (dMarvel×4)+6 instead.*

*Iron Man switches over to his Hulkbuster armor, which grants him Sturdy 4. Spider-Man hits him again, but this time, the Armor reduces his attack multiplier to 0, so the punch does no damage at all.*

### Knockback

If a character with the Mighty power gets a fantastic success on a close attack, the character has the option of dealing *knockback* to the target instead. If the character is attacking with an additional power, they must choose between the power's standard special effect (beyond double damage) and applying knockback.

For every damage multiplier the character has for the attack, the victim is knocked directly backward 5 spaces. If this causes the target character to smash into something, they take no additional damage. That's already figured into the Fantastic success.

**Example:** *She-Hulk punches Iron Man and gets a Fantastic success. She-Hulk has a damage multiplier of ×8. Iron Man's armor gives him a damage reduction of 2, so (8–2=) 6 damage multipliers apply to a regular attack. The punch can knock Iron Man back (6×5=) 30 spaces.*

### Holding Back

Most heroes don't want to kill anyone. As such—unless their player expressly says otherwise—any attack a character with the Heroic tag makes that would kill a target instead leaves that target 1 point away from dying.

Similarly, most heroes don't want to shatter anyone. Any attack a character with the Heroic tag makes that would shatter a target instead leaves that target 1 point away from being shattered.

The Narrator can overrule this in certain circumstances, however, so players should be careful with how their characters attack others. If a character drops a building on a crowd, for instance, they shouldn't expect to not cause any casualties.

## WEAPONS

While lots of characters in the Marvel Multiverse like to fight with their bare fists, a number of others use weapons. This is especially true of criminals and other villains.

Weapons add a bonus to the user's damage multiplier. **This does not stack** with any other damage multiplier bonus, so don't add them together. Instead, use the greater of the two.

For many characters with powers, their powers offer better benefits, so they usually don't bother with weapons.

The Common Weapons table lists the range for these weapons and the damage multiplier bonus they grant. If the range lists *reach*, that means that it's a close weapon. If the range is just a number, it's a ranged weapon.

### Common Weapons

| Weapon | Range (Spaces) | Damage Multiplier Bonus |
|---|---|---|
| **Pistol** | 10 | +1 |
| **Bow** | 15 | +1 |
| **Rifle** | 20 | +1 |
| **Sniper rifle** | 40 | +1 |
| **Shotgun** | 6 | +1 |
| **Submachine gun** | 10 | +1 |
| **Frag grenade** | 10 | ×2 |
| **Flash-bang grenade** | 10 | — |
| **Club** | Reach | +1 |
| **Knife** | Reach | +1 |
| **Knife, thrown** | 5 | +1 |
| **Sword** | Reach | +2 |

Art by Pepe Larraz & Marte Gracia

### Additional Weapon Rules

Some weapons have additional rules for their use.

**Rifle:** Attacks with this weapon against targets 5 spaces away or fewer have trouble.

**Shotgun:** This weapon can attack up to two targets in adjacent spaces to which the attacker can draw a line of sight. Make a single attack roll and compare it to the Agility defense scores of both targets. Split the damage from that roll equally.

**Submachine Gun:** This weapon can attack up to three targets in adjacent spaces to which the attacker can draw a line of sight. Make a single attack roll and compare it to the Agility defense scores of the targets. Split the damage from that roll equally. Attacks with this weapon against targets 5 spaces away or fewer have trouble.

**Frag Grenade:** This weapon affects all characters within 2 spaces of where it lands and to which the grenade (not its thrower) would have a line of sight past any intervening obstacles. Pick a target space and make a Challenging Agility check. If it succeeds, the grenade lands in the desired space.

If the check fails, the grenade still winds up somewhere. Roll 1d6 to see how many spaces away from its intended target it lands. It's up to the Narrator which direction it goes.

Once you figure out where the grenade lands, compare the result of the check against the Agility defense of each character it could affect. Unlike with other, more precise weapons, a grenade uses its own damage multiplier (×2) instead of that of the attacker. On a Fantastic success, it does double that (in other words, ×4) damage to the character in the space where it lands, and regular damage to all other affected targets.

**Flash-Bang Grenade:** This works much like a frag grenade, but it does no Health damage. Instead, once you figure out where the grenade lands, compare the attack roll against the Vigilance defense of any character within 2 spaces of it. Those who are affected are blinded and stunned for one round.

### Ammunition

Unless otherwise specified in your game, characters with firearms are assumed to have plenty of ammunition for them. Don't bother counting bullets.

Similarly, reloading a firearm doesn't rise to the level of requiring an action to accomplish.

The same goes for bows and arrows.

### Lethal vs. Nonlethal Damage

Unless they declare otherwise, weaponless characters are presumed to be doing nonlethal damage with their attacks. The amount of damage they do stops when a target's Health reaches 1 point away from dying. They cannot accidentally kill a foe in this way, which is why many heroes do not use weapons.

Characters using weapons are presumed to be doing lethal damage, but they can declare that they're doing nonlethal damage on a case-by-case basis instead.

## HEALING

After a tough day of combat, characters want to get back to full fighting form. A character who is not dead or shattered regains lost Health and Focus equal to the character's rank every hour they take it easy. For every hour they sleep, they regain double that.

**Example:** *Spider-Man's rank is 4. If he rests for two hours, he regains (4×2=) 8 points of Health and 8 points of Focus. If he sleeps for eight hours, he gains back (4×8×2=) 64 points of Health and 64 points of Focus.*

### Recovery

If a character wants to recover faster, they can spend a point of Karma to make that happen instantly. During combat, this requires an action. If the character is unconscious or demoralized, they can still take this action on their turn. If they are killed or shattered, they cannot.

To recover Health, make a Resilience check. To recover Focus, make a Vigilance check. The target number for either roll is 10. If the roll fails, nothing is recovered.

On a success, total up the number normally and multiply it by the character's rank, just like you would with a damage roll. The character gains that many Health or Focus points back, up to their maximum scores. A Fantastic success doubles the amount they get back.

The character cannot spend a second point of Karma to help with this roll.

If a character is unconscious or demoralized, a teammate can use an action to spend a point of Karma to help the character recover too. To help with Health recovery, the character must be within the teammate's reach. To help with Focus recovery, the teammate must be able to communicate with the character instead.

The character makes the roll using their own ability score in either case.

**Example:** *Killmonger ambushes Black Panther (T'Challa) and beats Black Panther until his Health is down to –5, rendering the hero unconscious. On Black Panther's next turn—while Killmonger is reveling in his victory—he spends a point of Karma to make a Health recovery check. He rolls the dice and gets 2* **M** *5. That gives him (13×4=) 52 points of Health back. He adds that to the –5, bringing him back up to 47 Health. This fight isn't over yet!*

### Unconscious

An unconscious character awakens when their Health is higher than 0. While unconscious, they cannot take any actions. Their defenses are all reduced to 10, and close attacks automatically hit them.

Outside of combat, a helper can awaken an unconscious character within reach by making a Challenging Logic check. On a success, the awakened character's Health returns to 1.

### Demoralized

A demoralized character rallies back when their Focus is higher than 0. When demoralized, any powers the character is concentrating on end immediately. They have trouble on all action checks.

Outside of combat, a helper can rally a demoralized character they can communicate with by making a Challenging Ego check. On a success, the rallied character's Focus returns to 1.

### Killed

If a character is killed, they are removed from play permanently. Well, "permanently." Death is often not the final word in the Marvel Multiverse. Some characters have powers or traits that can restore them to life.

Art by David Marquez & Justin Ponsor

At the discretion of the Narrator—and with some solid and reasonable suggestions from the player—even dead characters without such powers or traits can come back at some point in the future. Chapter 10 features suggestions for how this can happen.

However, just because the game ends for one character doesn't mean the player is out of luck. Until that character is brought back to life, the Narrator can give the player the option of playing another character of similar rank.

### Shattered

If a character is shattered, they are mentally broken and require long-term care. Many people never recover from such an experience, but heroes often manage it. Exactly how that happens is up to the Narrator. Again, Chapter 10 features suggestions for how this can happen.

Until the character's mental health is restored, the Narrator can give their player the option of playing another character of similar rank. If so, the Narrator takes control of the shattered character for that time.

## CONDITIONS SUMMARY

Characters can be affected by a number of conditions. Here is how they each work in the game.

### Ablaze

Characters can be set on fire by all sorts of things. On top of that, characters using Elemental Control powers (Fire element) powers can set their targets ablaze.

An ablaze character loses 5 Health at the end of each of their turns until they die or the condition ends. Characters can also use water, fire extinguishers or other methods to put out the blaze. Anyone—including the victim—can smother the fire by rolling (or letting themselves be rolled) on the ground. This requires an action to make a successful Agility check against a target number of 10.

It's up to the Narrator whether or not a character or item is actually flammable in any particular situation.

### Bleeding

Characters using certain Melee Weapons (Sharp) powers and Ranged Weapons powers can cause their targets to lose a tremendous amount of blood. A victim of such an attack left unconscious and alone can eventually bleed to death.

A bleeding character loses 5 Health at the end of each of their turns until they die or the condition ends. Anyone—including the victim—can stop the bleeding by using an action to make a successful Logic check against a target number of 10. The condition also ends any time the victim recovers 1 or more Health.

### Blinded

Any powers the character is concentrating on that require line of sight end immediately. The character's speed is reduced by half for all modes of travel. They have trouble on all action checks that require line of sight. Enemies have an edge on all action checks against the character that would reasonably require sight to defend against or dodge.

### Deafened

Any powers the character is concentrating on that require earshot end immediately. They have trouble on all action checks that require hearing.

### Demoralized

Any powers the character is concentrating on end immediately. They have trouble on all action checks.

### Grabbed

Neither the grabbed character nor the grabber can move unless they can carry the other person with them. The grabber can let go at any time, but the grabbed character must escape to be free.

Anyone making an attack against the entangled characters has trouble. If the attack against the intended target fails, compare the same attack check against the other target's Agility defense to see if it hits them instead.

If the attacker doesn't care who gets hit, the attacker has an edge on their check. If the result is high enough to hit one of the targets but not the other, that's who it hits. If it's high enough to hit either of them, determine the actual target randomly.

### Paralyzed

The character cannot move or take any actions that require Melee or Agility checks. Their Agility defense is reduced to 10 against ranged attacks, and close attacks automatically hit them.

## Pinned

This works just like grabbing, except that the pinned character has trouble on Melee and Agility checks and cannot use movement actions.

## Prone

A prone character is on the ground. They have trouble on all Melee attacks. People making close attacks against the character have an edge.

Ranged attacks against a prone character have trouble. It costs a prone character one space of movement to stand up.

## Shattered

The character is permanently stunned (see below), and cannot take any actions. They can only speak simple, short sentences.

## Stunned

Any powers the character is concentrating on end immediately. They cannot take any actions, and all attacks against them have an edge. Unless otherwise specified, this lasts for 1 round.

## Surprised

A surprised character cannot act in the bonus round. If a character is surprised later in the combat, the characters who surprised them have an edge on attacks against them for one round.

## Unconscious

Any powers the character is concentrating on end immediately. They cannot take any actions. Their defenses are all reduced to 10, and close attacks automatically hit them.

# TEAM MANEUVERS

One of the reasons that super heroes work together in teams is that a good team is far more than the sum of its parts. Together, the heroes can do things that they would never be able to manage alone.

When the heroes from the same team fight alongside each other, they have the ability to use a team maneuver. This is a special group maneuver that helps the entire team at once.

## Being a Team

To qualify as a team, a team must have at least two characters on it, like Cloak and Dagger or Luke Cage and Iron Fist. However, there's no upper limit on how many members can be on a team. The Avengers, for example, have had dozens of members on their rotating roster over the years.

A character can be part of more than one team. Wolverine (Logan), for example, has been part of the X-Men, X-Force, the Avengers and even the Fantastic Four. Some characters wander around a lot and are part of all sorts of teams, while others tend to stick with a single team for their entire career. Some never join a team at all.

Even if a character is a member of multiple teams, they can take part in only one team maneuver per battle.

Those who are outside of the team can fight alongside the others, but they don't get to take part in the team's maneuver. Not unless they declare themselves part of a team-up.

Note that villains can form teams as well—like the Sinister Six or the Masters of Evil—so super heroes should watch out for villains trying to use these same maneuvers against them too.

## Team-Ups

Team-ups are a long-standing Marvel tradition. Any two characters can form a team-up and declare themselves a team for a single adventure. They can take advantage of the unique combination of their powers to make amazing things happen.

In a similar way, a single character can team up with an existing team for a single adventure.

## Choosing a Team Maneuver

At the start of an adventure, the team members should get together and decide on their team's maneuver. There are three types—offensive, defensive and rally—and each has three different levels.

A team can use a maneuver only once per battle, so it's important to pick the right type. However, if the team decides that they'd like to try a different maneuver type, they can switch them by meeting back at their headquarters—assuming they have one. In a pinch, any safe place where the heroes can talk about strategy for a bit can suffice, but the team can switch their maneuver type only once per day.

How powerful a maneuver a team can manage depends on the team's average rank. The higher that is, the more powerful the maneuver the team can pull off.

Higher-level maneuvers cost more Focus. If a team wants to use a maneuver of a lower level of their chosen type, though, they can. They then pay the lower Focus cost.

### MANEUVER LEVELS

| Average Rank | Maneuver Level | Focus Cost |
|---|---|---|
| **1–2** | 1 | 5 each |
| **3–4** | 2 | 10 each |
| **5–6** | 3 | 15 each |

## Activating a Team Maneuver

When activating a team maneuver, each team member must be within 5 spaces of at least one other team member involved in the maneuver. Also, they should shout out the team's rally cry, like "Avengers assemble!"

Activating a team maneuver can be done only at the start of a round. To make it happen, each team member involved in the battle must be able to communicate with each other, and they must pay the required Focus cost on their own. If a hero cannot pay the Focus cost, they have the option of spending a point of Karma for themselves instead.

Those who—for whatever reason—cannot pay the cost do not get to enjoy the maneuver's benefits. Unconscious or demoralized team members do not have to join in and pay the costs, but if they somehow manage it, they can take advantage of the benefits too.

## Offensive Team Maneuvers

**Level 1:** The team members all get an edge on any attack they make this round.

## Objects & Sizes

| Size | Height | Example | Attack Modifier | Damage Multiplier | Throwing Range | Potential Targets |
|---|---|---|---|---|---|---|
| **Microscopic** | ¼ inch | Ant | –5 | — | 20 | 1 |
| **Miniature** | 1 inch | Gaming miniature | –4 | — | 20 | 1 |
| **Tiny** | 4 inches | Brick | –3 | — | 20 | 1 |
| **Little** | 1.5 feet | Cat | –2 | — | 10 | 1 |
| **Small** | 4 feet | Child | –1 | — | 5 | 1 |
| **Average** | 6 feet | Adult | — | — | 5 | 1 |
| **Big** | 8 feet | Car | +1 | +1 | — | 2 |
| **Huge** | 24 feet | Truck | +2 | +2 | — | 5 |
| **Gigantic** | 100 feet | Airliner | +3 | +4 | — | 20 |
| **Titanic** | 400 feet | Cruise ship | +4 | +6 | — | 80 |
| **Gargantuan** | 1,600 feet | Skyscraper | +5 | +8 | — | 320 |

**Level 2:** The team members can each reroll all their dice on any attack they make this round. They get to use the better result.

**Level 3:** The team members can each turn their Marvel die to a Fantastic success on any attack roll they make this round against targets of equal or higher rank.

### Defensive Team Maneuvers

**Level 1:** The team members all have Damage Reduction 2 for this round.

**Level 2:** The team members all have Damage Reduction 4 for this round.

**Level 3:** The team members all have Damage Reduction 8 for this round.

### Rally Team Maneuvers

**Level 1:** All actions taken against team members have trouble this round.

**Level 2:** Each member of the team can make a recovery roll for either Health or Focus, as if they had spent a point of Karma.

**Level 3:** A single member of the team who has been killed or shattered in this battle is healed to at least Health 0 and Focus 0.

## OBJECTS

In battles among super-powered characters, collateral damage comes with the territory. Things all around the area get picked up, battered and destroyed. If you're in New York City, that's when Damage Control gets called in to help clean things up.

### Improvised Weapons

In the middle of a super-powered battle, the combatants often like to pick up anything handy and use it as an improvised weapon to swing or throw at their foes. This can range from a rock all the way up to a truck or bigger, and it can even include other people.

A character can carry anything their own size or smaller on the Objects & Sizes table, and they can also swing or throw it. With a Challenging Melee check, they can lift something one size larger than they normally can, but they cannot carry, swing or throw it.

Certain traits and powers can affect this. For every level a hero has in the Mighty power, for instance, they are treated as one size bigger for these strength-related actions.

The ranges for throwing something—according to the object's relative size—are listed on the Objects & Sizes table.

When making an attack with an improvised weapon—in either close or ranged combat—it inflicts the attacker's full damage on the target. On a Fantastic success, double the damage, but the improvised weapon is now effectively destroyed.

The larger an improvised weapon is—relative to its target's size—the more targets it can be used to attack at once, as shown in the Potential Targets column on the table. The number there is a maximum, and it assumes that all the potential targets are average sized and standing in adjacent spaces—which is rare. It's up to the Narrator to decide how many targets can actually be affected.

When making an attack against multiple targets, the attacker makes a single attack roll. Each of the targets then compares that against their appropriate defense score.

Larger objects do more damage, as shown in the Damage Multiplier column. Damage multiplier modifiers **do not stack** with other things that affect damage multiplier modifiers in the same direction.

The Narrator must judge whether something can be picked up as a whole and used as a weapon. Even if a character is big and strong enough to pick up a house, for example, it would likely fall apart in their hands before they could swing it at someone. It's just not built for throwing at someone.

**Example:** *Spider-Man (Peter Parker) has the power Mighty 1, which allows him to carry things up to one size bigger than him. He picks up a car (which is big sized) and swings it at a bunch of Hydra agents trying to capture him. He can target up to two people at once with the attack, and the Narrator rules that there just* *happen to be two Hydra agents who are close enough together to be targeted.*

*Spider-Man's player makes a Melee action check and rolls 3* ***5*** *2, for a total of 10. He adds his Melee of +5 and the attack modifier of +1 to that to raise it to 16.*

*A Hydra agent's Melee defense is 11, so Spider-Man hits both of them. His Melee damage is (dMarvel×5)+5. That comes to a total of 30. Each Hydra agent has a Health of 30, so the attack knocks them both out.*

*The car could give Spider-Man a damage multiplier modifier of +1, but that's the same as what his power Mighty 1 gives him. Since they don't stack, we can ignore it.*

*If Spider-Man threw the car at the same group of targets, his Mighty 1 power would allow him to throw it as if it was his own size. That would make the throwing range 5 spaces. Throwing it at a target within that range would be handled normally. He would have trouble throwing the car from there up to the maximum range of 10 spaces.*

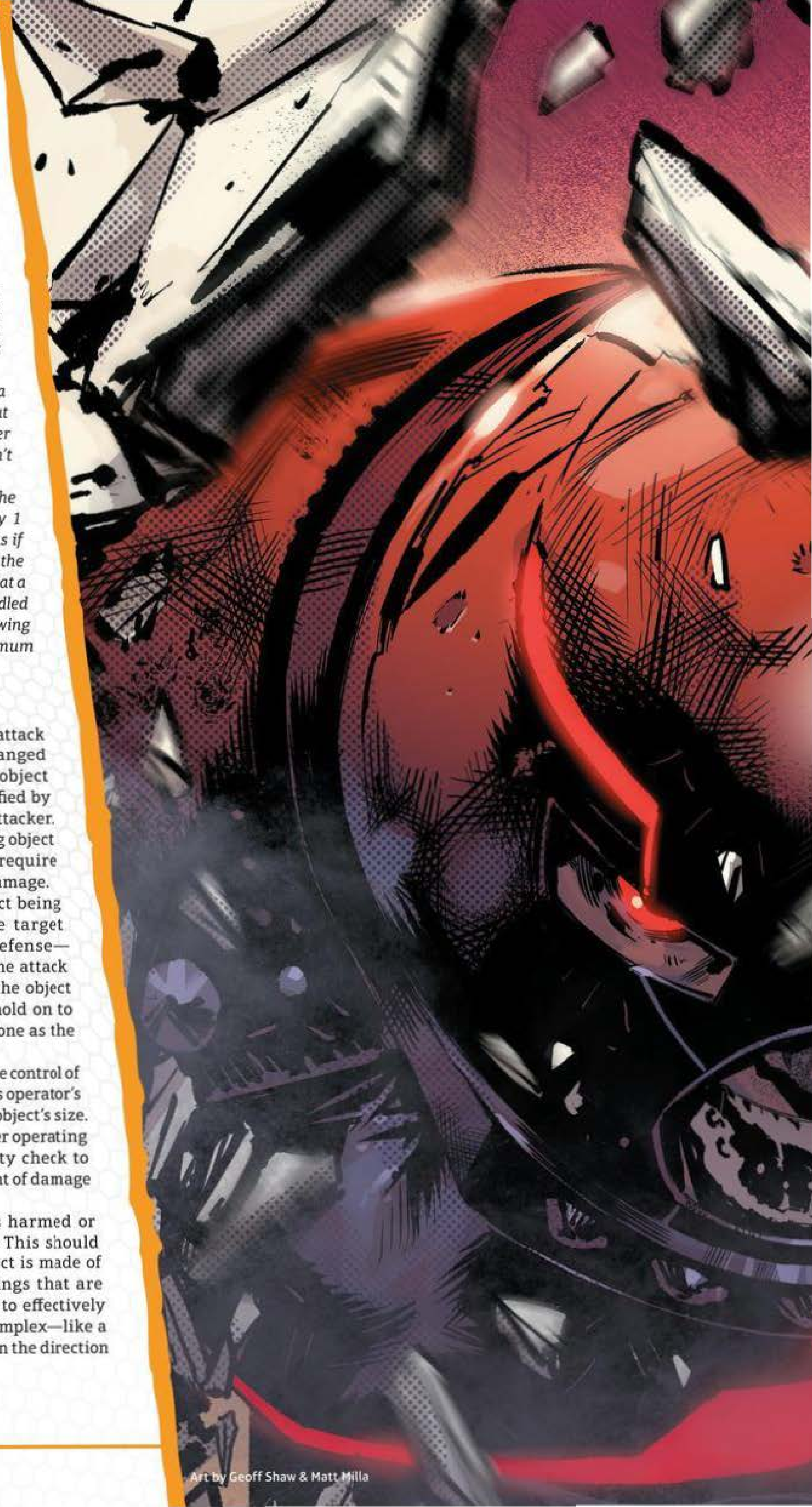
## Attacking Objects

Sometimes a character wants to attack a thing rather than a person. Ranged attacks against an unmoving object have a target number of 10, modified by the object's size, relative to the attacker. Close attacks against an unmoving object automatically succeed, but they require a roll anyhow to determine the damage.

If a character attacks an object being used by another character, the target number is the user's Agility defense—modified by the object's size. If the attack succeeds, the character holding the object must make an Agility check to hold on to it, using the amount of damage done as the target number.

If the object is a vehicle under the control of a character, the target number is its operator's Agility defense, modified by the object's size. If the attack succeeds, the character operating the vehicle must make an Agility check to maintain control, using the amount of damage done as the target number.

Whether or not the object is harmed or destroyed is up to the Narrator. This should depend on the materials the object is made of and its relative complexity. Things that are simple—like a rock—are harder to effectively destroy than something that's complex—like a smartphone. When in doubt, lean in the direction that's more fun.



Art by Geoff Shaw & Matt Milla

## Plowing Through Objects

Sometimes a character gets thrown against, gets knocked into, or rams into something. If that deals enough damage to the object the character hits, they might plow through the object and keep going. All holes made in this way are the same size as the character who makes them. Average-sized characters make average-sized holes, for instance.

See the Plowing Through Things table for how much damage a character needs to make to plow through certain things.

If the damage a character's impact against an object imparts exceeds that threshold amount, they plow through the obstacle and keep going until they hit an object that stops them—or they run out of steam. They don't take additional damage from hitting those objects, as that's part of the Fantastic damage result that caused the knockback already—or the impact from their fall.

**Example:** *Thor (Odinson) punches Wolverine (Logan). He rolls 3 **M** 6 on his Melee check, giving him a total of 23 against Wolverine's Melee defense of 17. Wolverine's reinforced skeleton drops Thor's damage multiplier to 8, so the damage is (6×8+8=) 56. The Fantastic success doubles the damage, for 112.*

*The knockback sends Wolverine flying backward (8×5=) 40 spaces, straight into the building 2 spaces behind him. The exterior wall absorbs 40 points of damage, and Wolverine goes sailing through it with 72 more points of damage to inflict on the building. At 5 spaces in, he hits an interior wall—which absorbs 20 points of damage—and goes through that, leaving 52 points of damage. Another 5 spaces in, the same thing happens, dropping the damage to 32 points. One more time, and it drops the damage to 12 points. After another 5 spaces, he strikes a fourth interior wall, but he doesn't have enough damage to go through it. After being knocked back 22 spaces, he comes to an aching stop.*

### PLOWING THROUGH THINGS

| Smashed Item | Damage Required |
|---|---|
| Window | 5 |
| Awning | 10 |
| Door | 10 |
| Interior wall | 20 |
| Exterior wall | 40 |
| Car | 40 |
| Airplane | 50 |
| Battleship | 100 |

# 5

# CREATING A CHARACTER

**WHILE IT CAN BE AMAZING FUN TO PLAY WITH ESTABLISHED** Marvel characters, many players like to create original characters of their own who can fit into the Marvel Multiverse. Even Narrators can join in the fun by coming up with original villains and other characters for the heroes to interact with and defeat.

The first time you create a character, the process can be a little intimidating, but after you've done it a couple of times, it becomes smoother and easier. Just remember that the idea is to have fun with it. Let your creativity flow, and don't be afraid to come up with the wildest characters you want. If one doesn't work out, you can always make more.

## THE CHARACTER CONCEPT

Before you start figuring out a character's abilities, powers and other statistics, you should think a bit about who the character is. That's what sets them apart from others and breathes life into them, making them more than a simple collection of numbers and rules.

It's often easiest to start out with a high concept: a one-sentence description of the character that tells you what's most special about them. This can focus on their personal history, the origin of their powers, the kinds of powers they have or all of the above.

For instance, for Spider-Man (Peter Parker), the high concept might read like this:

*Bitten by a radioactive spider, which gave him spider-related powers, orphaned and bullied high-school student Peter Parker strives to help others out of a sense of great responsibility.*

That single sentence tells you most of what you need to know about Peter Parker, and you can flesh out the details from there.

It's okay if your high concept isn't particularly sharp or polished at first. Go ahead and get started making the character anyhow. As you dive deeper into that process, the character should become more in focus, and you can go back and revise the high concept to fit them better if you'd like.

### Part of a Team

If your hero is going to be part of a team, talk with the Narrator and the other players to think a bit about how that character might help round out the team. For instance, a team that's filled with big bruisers who can punch out tanks might be great at brawling but could fall short in other areas.

If that's the kind of game you and your friends want to play, go for it. Do whatever you like at your own table.

If you want your team to be ready for anything, though, consider trying to fill out a better-balanced team instead. Just talk with your fellow players about who wants to play what kinds of characters and then try to spread out among those roles as best you can.

It's okay, though, if you have some gaps in your team's overall abilities or if the team focuses on certain types of heroes. Your team is what you make of it, and your Narrator can usually adjust to that by coming up with adventures that fit your team well.

## BUILDING A CHARACTER

Here are the five simple steps to create a *Marvel Multiverse Role-Playing Game* character all your own.

1. Determine rank.
2. Pick ability scores.
3. Pick backstory elements.
4. Pick powers.
5. Calculate other scores.

You don't have to do these things in this exact order. Feel free to jump around to whatever sections you like. Just make sure you cover all the steps at some point.

## RANK

If you're creating a character for a game you're going to play as part of a team of super heroes, you should chat with the other players—especially the Narrator—before you begin.

If you're just coming up with a character for your own amusement or practice and don't intend to play them in a game, that's wonderful. Doing that can be all sorts of fun on its own. But if you want to be able to play the character in a particular game, you can head off many conflicts by making sure that the character is likely to fit well with the rest of the team.

### Rank Caps

The first thing to consider is what kind of game the character is going to be playing in. Will the team's members haunt the rooftops and alleys of Hell's Kitchen? Will they soar through the galaxy and strive to prevent a galactic war? Or will they do something else entirely? There's plenty of fertile ground for all sorts of adventures in between.

The kind of game the character will be in can help determine the range of ranks you want to play with the character. That includes the character's starting rank and their rank cap.

Most super heroes don't start out as young farmers who level their way up through countless years of epic adventures to lead nations—with the notable exception of Colossus. Instead, they have an origin story—during which they figure out who they are and how their powers work—and they usually don't add any new powers from there. They just become better at using the powers they have.

A super hero's continuing adventures don't spring from a need to accumulate more power. Instead, those adventures arise from the hero's sense of duty to do what they can to help the people around them and possibly even to make the world a better place.

In game terms, a super hero's origin story often starts out with them at Rank 1. From there, they can rise through the ranks until they hit the peak of their powers. That's called their rank cap. They spend most of their career as a hero at that cap.

When creating a hero, it's often best to start out with the rank cap in mind. For instance, if you want your hero to have adventures like Spider-Man, you should set a rank cap of 4. If you'd rather have Captain Marvel–type adventures, the rank cap should be 6 instead.

If your group doesn't want any preset limits and just wants to see where the game takes them, that's fine. The default rank cap is at 6, which is the upper limit.

### Starting Rank

Once you've set the character's rank cap, you can decide at what rank you want the character to start. Some players like to just start at their rank cap and play a hero who's already at their peak. Others prefer to start from scratch—at Rank 1—and work their way up to that point. This is the classic way to develop a hero from an average person to a legend.

It's perfectly fine to skip over a number of lower ranks, though, and start off a bit shy of the character's rank cap. Many players like to start a couple of ranks lower than where they plan to wind up, which gives them a strong starting point but also plenty of room to develop and grow. If you're shooting for Rank 4, for instance, you could start play at Rank 2 and work your way up.

Look to the end of this chapter for more details on rising through the ranks.

## ABILITY SCORES

The next step is to determine your character's ability scores. Remember, their first initials spell MARVEL: Melee, Agility, Resilience, Vigilance, Ego and Logic.

The average score for any ability is 0. Standard human-level abilities range from –3 to +3, but your character's rank, traits and powers can lift those higher.

### Selecting Ability Scores

When creating a character from scratch, you determine a character's ability scores by allocating points among the six abilities. The number of points you have available to allocate to your ability scores is determined by the character's rank, as shown on the Ability Score Points table.

You can spend the points however you like. In addition, if you lower a score below 0, you can use those points to increase other scores. For instance, lowering a character's Ego to –2 would give you 2 points to use on other scores—although it leaves the character particularly weak and vulnerable in that area. You cannot voluntarily lower any score below –3.

The default cap for any score is 3 plus the character's rank. For regular folks who are Rank 1, that means the standard cap is 4. For someone like Captain Marvel, who is Rank 6, it's 9.

**ABILITY SCORE POINTS**

| Rank | Ability Points | Default Ability Cap |
|---|---|---|
| 1 | 5 | 4 |
| 2 | 10 | 5 |
| 3 | 15 | 6 |
| 4 | 20 | 7 |
| 5 | 25 | 8 |
| 6 | 30 | 9 |

### Ability Defense

To figure a character's defense for each ability, just add 10 to the ability score. When they defend with that ability, that's the target number for the attacker.

**Example:** *Spider-Man has an Agility score of 7. That makes his Agility defense (7+10=) 17. Someone attacking him in close combat would need to get a 17 or better to hit him.*

*However, Spider-Man also has the Spider-Sense power, which adds +2 to his Agility defense, so his actual Agility defense is (17+2=) 19.*

## BACKSTORY

A character's backstory involves their origin and their occupation. Each of these gives the character a package of related labels—traits and tags—that are common to people who have similar origins and occupations.

Most characters have only one origin, which describes the source of their powers.

A character's occupation tells you what they do for a living or how they spend their days. Many super heroes who are dedicated to their adventures full-time list their occupation as "adventurer."

A character can also have labels unrelated to their origin and occupation. Their rank determines how many extra traits you can pick for them. A character gets one extra trait per rank.

You can add as many or as few tags as you like, and they can change throughout play.

See Chapter 6 for more details about how all this works and what your choices are. Fill out that part of the character's sheet, and then come back here.

## POWERS

Super-powers are mostly arranged into power sets: themed groups of related powers. Some of them are basic powers, though, that don't fall into a particular set. In any case, you can choose freely among all of them, as long as your character meets any particular power's prerequisites.

Your character gets to pick four powers per rank. If they focus them into a smaller number of power sets, they might even be able to pick a few more.

If you have more power picks than you want to use, you can use the extra picks to add to your character's ability scores.

Powers are complex enough that they have a whole chapter dedicated to them. Go read Chapter 7 to learn all about them, and then fill out the powers section of your character's sheet when you're done.

## OTHER SCORES

Now that you've made most of the big decisions for your character, it's time to do some quick and easy math to figure out the rest of the scores on their character sheet.

### Health

A character's Health is equal to 30 times their Resilience.

**Example:** *Spider-Man's Resilience is 3, so his Health is (3×30=) 90.*

### Focus

A character's Focus is equal to 30 times their Vigilance.

**Example:** *Spider-Man's Vigilance is 3, so his Focus is (3×30=) 90.*

### Damages

The base amount of damage a character does with an attack is their rank times the result of the Marvel die on their attack check. This is called the *damage multiplier.*

Melee, Accuracy, Ego and Logic can be used for attacks. In many cases, the damage multiplier for each is the same. However, when figuring out the damage done, you also add the ability score used in the attack.

Some powers—like Mighty or Accuracy—can give a character a bonus to their damage multiplier for attacks with certain abilities. Powers and other things that grant bonuses to damage multipliers **do not stack**.

**Example:** *Spider-Man is Rank 4, so his standard damage multiplier is 4. When attacking with Melee, he adds his Melee score of 5 to that result, so his Melee damage would be (dMarvel×4)+5.*

*Spider-Man has the power Mighty 1, which adds +1 to his Melee damage multiplier. This makes his Melee damage (dMarvel×5)+5.*

*Spider-Man successfully punches a crook with a roll of 4* ***6*** *3 on his Melee check. To figure the damage, take Spidey's Marvel die result (6) times his Melee damage multiplier (5)—which comes out to 6×5= 30—plus his Melee score, for a total of 30+5= 35 points of damage. Since the crook has only 30 Health points, that's more than enough to knock him out in one punch!*

Art by Sara Pichelli & Justin Ponsor

### Initiative Modifier

The character's Initiative Modifier is equal to their Vigilance. Add this number to their initiative checks to see who goes first in a fight.

**Example:** *Spider-Man's Vigilance is 3, so his Initiative Modifier is +3.*

*His Spider-Sense power also gives him an edge on initiative checks, so his profile shows his Initiative Modifier as +3E, which means "+3 with an edge."*

### Size

Most characters are average size. Some powers and traits can change that. List the character's standard size here.

### Speed

An average-sized character's base Run Speed is 5 spaces per round. To that, add +1 for every 5 points they have in Agility. On top of that, if they have the Big trait, they add +1, and if they have the Small trait, they take –1.

**Example:** *Spider-Man's base Run Speed is 5. His Agility is 7, so add another +1 for that to make it 8.*

*His size is average, so there's no adjustment from that.*

### Karma

The character's base Karma is equal to their rank. They can gain and lose Karma throughout their adventures, but it resets to this base number every time they get a full night's sleep.

**Example:** *Spider-Man is Rank 4, so his Karma is 4.*

## CHARACTER DATA

Now that you have the character's game statistics ready, it's time to come up with some more details about their life. A character's data includes things that generally don't affect how they work in the game but reveal personal information about themselves and their history. These can have even bigger impacts upon their stories than their powers.

Remember that none of these details are carved in stone. That's why you use a pencil to write them down—or why there's a backspace key on your keyboard. Nothing about your character is permanent until you play that character in a game, and even then, things can change.

Feel free to write down your first ideas for your character. If you get a better idea as you go along, you can always rearrange the details so they fit the rest of the character like a glove—or maybe a mask.

Art by Luciano Vecchio

## Codename
This is the name the character is known by publicly—assuming it's different from their real name. If it's not, just put their real name down here.

The codename usually says something about the character's powers or their relation to others. Sometimes both. For instance, characters with the name *Spider-Man* are male and have spider-related powers.

However, it's entirely up to you. Captain Marvel's name, for example, doesn't say anything about their powers or gender. It's more about who the character is to the world.

Sometimes, a character's codename is a thinly veiled play on their real name. Professor X, for instance, is not just a nickname for Professor Charles Xavier. The X also refers to the X-Gene that all mutants carry.

## Real Name
This is the character's given name—or at least the one they're known by to most people. Names can be complicated things, often encapsulating details about the character's ancestry and the things or people their parents valued.

If you like, you can write down alternate names here too. These might include married names, well-used aliases and nicknames. Anything the character might answer to.

If the character has a secret identity, they usually keep this name private from those they encounter in their work as a super hero. They might share it with a few trusted friends and family, but the more people who know their secret, the likelier it is that it won't remain a secret for long.

Sometimes, the character doesn't even know their given name anymore, much like how the original Wolverine didn't for many years.

## Height
Put down whatever height you'd like here. A character does not need to tower over others to be a super hero. Just ask the famously short Wolverine (Logan).

If you want the character to be particularly tall or short, they might also need to have a trait or power that accounts for their difference in size. If you're playing a young character, they might be naturally smaller than an adult, of course.

## Weight
Put down whatever weight you'd like here. Super heroes tend to be physically fit, but their weight can vary a lot due to powers and other traits.

In this game, a character's size is determined by their weight. Average size ranges from 100 to 400 pounds. If the character is smaller or bigger than that, they should have a trait or power that accounts for the difference.

## Gender
This is entirely your call, as the character prefers to define it. Some characters with shape-shifting powers can change genders at will. In such cases, make a note of that, but put down here what their standard or preferred gender might be.

## Eyes
Put down the color of the character's eyes here. If there's anything unusual about them, describe that here as well.

## Hair
Describe the character's hair. What color is it? Is it long or short? Straight, kinky, spiky, curly? Are they bald?

This can, of course, change throughout the game. Storm, for instance, is known for having worn her hair in many different ways.

## Distinguishing Features
Here's where you write down anything out of the ordinary about the character's physique. This includes things like scars, tattoos and missing (or extra!) parts, or if they have a skin color outside the norm for humans, like green or blue.

Some features can be like a teaser for a story. How did they get that scar? What does that tattoo mean to them? Why is their skin white when most of their people are blue?

You don't have to answer all those questions straightaway, but you should keep them in mind as you develop the character further.

## Occupation
This is part of the character's backstory, so put down the occupation you chose for them here.

## Origin
This is the other part of the character's backstory, the source of their powers. List their Origin here.

## Teams
Is the character a member of any team or organization? Are they part of the Avengers? The Defenders? The Fantastic Four? The X-Men? S.H.I.E.L.D.? Maybe even an unwitting pawn of Hydra?

Note that some heroes are or have been members of many different teams. Lots of teams change their rosters frequently.

You might want to ask your Narrator about this to see what sorts of possibilities might be open to you. With their permission, the character could be part of just about anything. The character could even be part of an all-new team that you and your fellow players concoct.

## Base
This is where the character hangs up their costume at the end of the day. In most cases, you can just list a city, but you can be as general or particular as you like, right down to a street address. Maybe they don't have a permanent place they call home, in which case you can list their base as "mobile."

Many Marvel heroes reside in New York City, but your character can live anywhere you like—and can be *from* anywhere too. Some characters have multiple bases they can crash at on any given day. Others have homes they go back to only infrequently, sometimes on other planets or even in other dimensions.

This information can, of course, change throughout play. If the character's home is destroyed, for instance, they're going to have to find a new one, after all.

## History
This is a biography for the character, something that summarizes the story of their lives until the game begins. The amount of space on the sheet is enough for a good start, but if you need more, feel free to add a blank sheet and keep going.

Some people like to fill in as much about their history as possible, going generations back into their character's ancestry. Others prefer to work with minimal details and make it up as they go. There's no right way to handle this. Just do what you prefer.

You can also add to this part of the character sheet as you go, developing their history more and keeping track of what happens during their adventures. Or you can play it loose and trust your memory.

A good history concentrates on details that are intriguing or could become important during play. Feel free to ignore everything else.

If you like, you can write this part up as if it was the recap page of your favorite comic book, the part that tells you what's happened up to this point. Give just enough detail about the character to catch everyone up and let them know where they are now.

### Personality

The character profiles feature this section as a means of giving a player hints on how to play the character. Are they gruff or kind? Do they have an interesting accent or a particular attitude? These help players keep in tune with established characters that other players might already have extensive experience with.

When creating your own character, you can use this section for notes on how you expect the character to act. Remember that you can change things around to what you think works best. The words written here aren't meant to restrict but to inspire.

### Creating a Character the Marvel Way

Remember, this game is not just a super-hero game. It's a Marvel game! That means your character should be in the tradition of all of Marvel's characters. It's not their flashy powers or their outlandish outfits that make them who they are—it's the person behind the mask.

Spider-Man isn't the same character without the losses Peter Parker experienced and the sense of responsibility they instilled in him. Iron Man is just a man in a fancy suit of power armor without Tony Stark's ego, emotional issues and altruism. The Thing would only be a monster without the grumpy, determined and courageous man stuck inside his rocky skin!

Your character is not just a set of stats and a list of powers. Take time to explore their history and personality. Think about their daily lives, the people they hope to protect with their powers, the causes they are willing to fight for and their weaknesses or flaws. Give yourself and your fellow players a reason to identify with them and care about them so you can all cheer each other on together.

While you can have all sorts of spectacular battles in this game, this is not a tabletop combat game. It's a *role-playing* game. Knowing the character and the role they hope to play in the world around them is sure to make your time playing the game even more fitting for the Marvel Multiverse.

## AN EXAMPLE CHARACTER

For this example, we're going to build a brand-new character. You can skip over this for now if you like and come back later after you've read the rest of the book, which explains other steps in detail.

### Character Concept

We want to play a college student who attends Empire State University in Manhattan. Late one night, the character is studying at the New York Public Library's main branch (the Schwarzman Building) when robbers break into the place, looking for a magic book. While hiding from the robbers, the character discovers that ancient tome, and it magically transforms them into Young Lion, defender of public knowledge.

We're going to leave the other details like hair color, gender and personality blank for now. If you like, you can fill them in later and make a version of Young Lion of your own.

### Rank

First, we talk with the Narrator and the rest of the players and decide that we're going to create a Rank 1 character to fit well with the game and the rest of the team. We're starting off at the lowest rank possible, but that just gives the characters more room to grow.

We also decide that we're going to put a rank cap of 4 on the characters, as we want to have the kinds of adventures that characters of that rank often have. That doesn't mean we can't change our minds later, but that should work for now.

### Ability Scores

Since Young Lion is Rank 1, they have 5 ability score points to spread among the six abilities. At Rank 1, those abilities are currently capped at a maximum of 4.

We put 2 points into Melee and 1 point each into Agility, Resilience and Vigilance. That uses up all our points.

We then figure out Young Lion's ability defenses by adding +10 to each ability score. So far, our hero looks like this:

**ABILITY SCORES**

| Ability | Ability Score | Ability Defense |
|---|---|---|
| **Melee** | 2 | 12 |
| **Agility** | 1 | 11 |
| **Resilience** | 1 | 11 |
| **Vigilance** | 1 | 11 |
| **Ego** | 0 | 10 |
| **Logic** | 0 | 10 |

### Backstory

Now it's time to pick Young Lion's origin and occupation, along with any extra traits. Since the book they got their powers from is arcane in nature, we pick the Magic origin. That gives them the tags Sorcerous and Supernatural.

For an occupation, we pick Student. That gives them the tags Mentor and Obligation: School, and the trait Quick Learner.

At Rank 1, Young Lion gets to choose one extra trait. Looking over the list, we decide that Young Lion has a temper, so we choose Berserker.

We also decide that Young Lion wants to help people rather than harm them, so we give them the tag Heroic. Also, they're not sure about telling people about their powers yet, so we take the Secret Identity tag too. If that changes later, we can switch over to a Public Identity tag then.

We also would like Young Lion to have claws. We pick the Signature Weapon tag to cover that.

In all, Young Lion has two traits: Berserker and Quick Learner. They also have seven tags: Heroic, Mentor, Obligation: School, Secret Identity, Sorcerous, Supernatural and Signature Weapon.

### Powers

Finally, it's time to pick Young Lion's powers. As a Rank 1 character, they can have up to four powers.

We decide to start with the power set Melee Weapons, which represents Young Lion's razor-sharp claws. Since we didn't pick the Extreme Appearance tag, we decide the claws are magical and can appear and disappear at will.

We look through the Melee Weapons powers and decide to pick Vicious Attack and Hit & Run.

We also pick Healing Factor and Mighty 1, which are basic powers.

### Other Scores

To wrap it all up, we calculate Young Lion's other scores.

**Health:** Young Lion's Resilience is 1. We multiply that by 30 to get 30 Health.

**Focus:** Young Lion's Vigilance is 1. We multiply that by 30 to get 30 Focus.

**Damage Multipliers:** Young Lion is Rank 1, so their base damage multiplier is 1. Their power Mighty 1 adds 1 to their Melee damage modifier. The others are unaffected. Their damages are:

**YOUNG LION'S DAMAGES**

| Ability | Ability Score | Damage |
|---|---|---|
| **Melee** | 2 | (dMarvel×2)+2 |
| **Agility** | 1 | (dMarvel×1)+1 |
| **Ego** | 0 | (dMarvel×1) |
| **Logic** | 0 | (dMarvel×1) |

**Initiative Modifier:** Young Lion's Vigilance is 1, so their Initiative Modifier is +1.

**Speed:** The base Run Speed is 5 spaces. Young Lion's Agility and size don't affect that, so it stays at 5 spaces. Their Climb, Jump and Swim Speeds are all half that, or 3 spaces each.

**Size:** Since none of Young Lion's traits or powers affect their size, they are average size.

**Karma:** Young Lion is Rank 1, so they have 1 Karma.

### Character Data

We purposely left much of Young Lion's character data blank so that you can customize the character to your own liking. If you want to use them in a game, just fill in those last details, and you're good to go.

## GAINING RANKS

If your character hasn't already hit their rank cap, they can move up from one rank to the next during play. To do so, the character needs to hit certain milestones established by your Narrator in conjunction with the rest of the players in the group. These usually involve things like completing a large adventure or a series of smaller adventures, but the rate at which characters can improve their rank can vary from group to group. Some rocket straight up to their rank caps, while others take their time.

Chapter 10 has details on how to set expectations and measure progress for character advancement. There are no Narrator-only secrets in that chapter, so feel free to read the information there to learn more.

Advancements are usually handled between play sessions, after the character has reached their current goal. Alternatively—especially if the advancement in rank involves the addition of powers from new power sets rather than new powers from current ones—they can happen at dramatic moments in the middle of a game.

### Rank Bonuses

When a character rises in rank, they gain the following improvements:

**RESOURCES BY RANK**

| Rank | Ability Points | Powers | Damage Multiplier, Karma & Traits |
|---|---|---|---|
| **1** | 5 | 4 | 1 |
| **2** | 10 | 8 | 2 |
| **3** | 15 | 12 | 3 |
| **4** | 20 | 16 | 4 |
| **5** | 25 | 20 | 5 |
| **6** | 30 | 24 | 6 |

**INCREASES PER RANK**

| Rank | Ability Points | Powers | Damage Multiplier, Karma & Traits |
|---|---|---|---|
| **+1** | +5 | +4 | +1 |

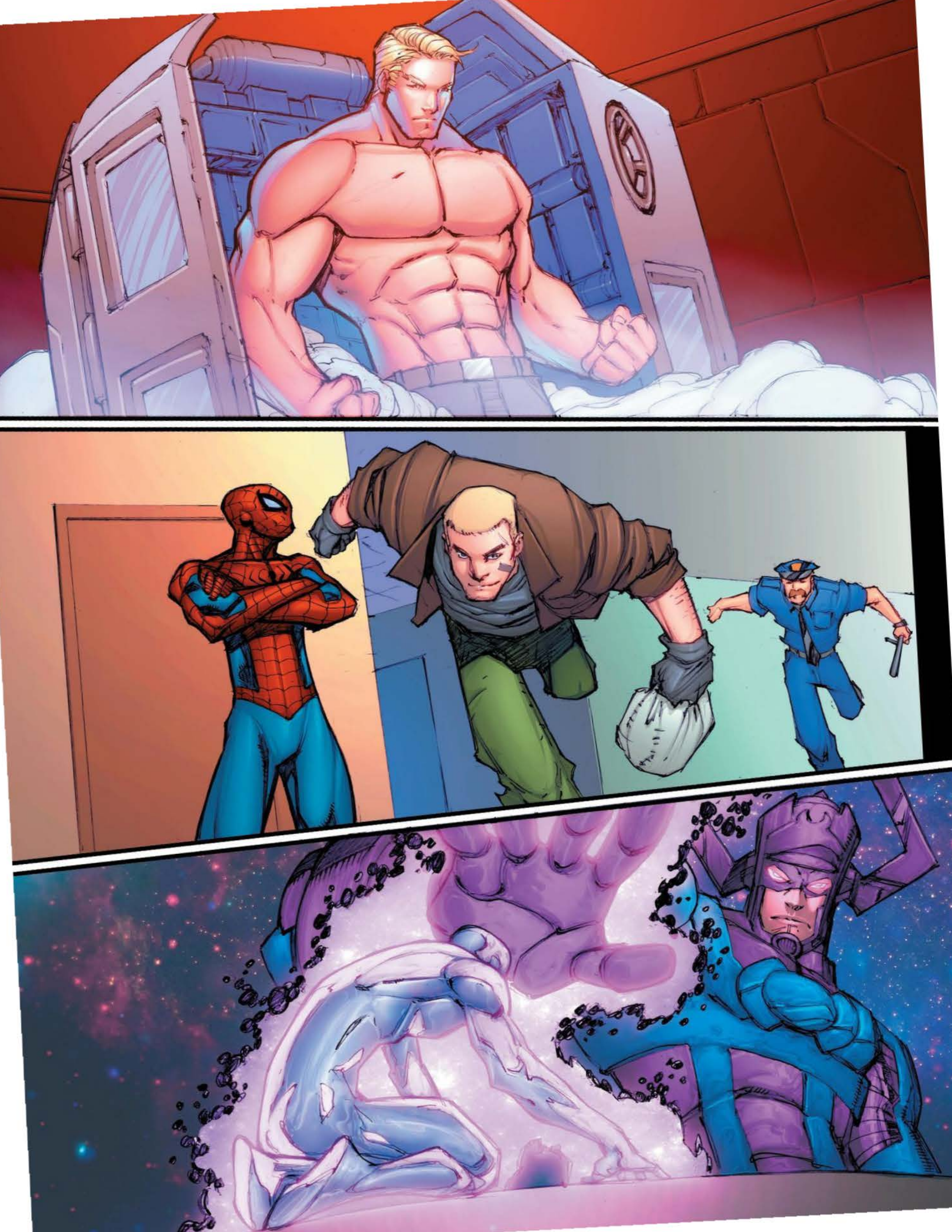
Be sure to recalculate the following things as well if they are based on things that have changed:

- Ability defenses
- Health
- Focus
- Damage bonuses
- Initiative Modifier
- Speeds

### Reaching the Rank Cap

While you can have incredible adventures that help your character improve by rising in rank, remember that's not the main point of a super-hero game like this. Most characters still have countless adventures ahead of them once they reach their rank cap, and your hero should be no different.

The incentive to keep playing comes not from gaining rank bonuses but from defeating horrible villains, saving the world and generally helping people out. For most heroes, that provides plenty of motivation, even over the course of decades of adventures.



6

# BACKSTORIES

**A character is more than a simple collection of** abilities and scores. By the time they enter a game, they have a whole life behind them, a series of situations and choices that form their backstory.

A character's backstory is the sum of everything they've done up to that point in time. To keep things simple, we break that down into two categories: origins and occupations.

Origins are often things that are beyond the character's control. They were born that way or something happened to make them that way, and the situation is often permanent. If the character is a mutant, for instance, they are always going to be a mutant. If the character becomes a gamma mutate after exposure to gamma rays, there's little they can do to change that.

These origins often bring access to powers. Sometimes that means the character can have just about any kind of power (like if they are a mutant), and other times, the origin determines what powers the character winds up with (like if they are a vampire).

Occupations, on the other hand, are ways that the character spends their time or makes a living. This can range from being a student to a doctor to a soldier or anything else. These occupations often bring with them a set of traits—skills or resources particular to people who have that occupation.

Most characters have only one origin and one occupation to start with. Some have more, especially if they've been around for a while.

## TRAITS AND TAGS

Both origins and occupations come with *labels* known as *traits* and *tags* that help describe how they define the character in game terms.

A *trait* is a label with a mechanical effect in the game. It can affect abilities or dice rolls or something else entirely, but it has a definitive effect.

A *tag* is a label that has only a narrative effect in the game. A good example would be Secret Identity. This tag says something important about the character, how they act and who they trust, but it doesn't affect the mechanics in the game at all.

Both traits and tags are described in full later on in this chapter.

### Challenging Labels

Not all labels are entirely beneficial. In fact, some of them can cause a character all sorts of problems. Any time that happens, though, the Narrator should give the character a point of Karma to make up for it.

Whether or not a label is challenging for a character often depends on the context. A secret identity, for instance, can help protect the character's friends and family from being attacked by the character's enemies. But keeping something so important from those same people can cause the character all sorts of headaches.

Players can purposefully put their characters in situations in which their labels might cause them problems as a means of gaining Karma for the characters. In fact, Narrators should encourage this kind of behavior, as it can make for wonderful moments of tension.

However, not every moment in a game needs to revolve around the characters' challenging labels. If such behavior becomes disruptive or tedious, the Narrator can put a stop to it—at least temporarily—by suspending the Karma reward.

### Gaining and Losing Labels

Characters can gain labels through game play. These should arise naturally as the game's story evolves, and the Narrator should award them to the character when it's appropriate.

For instance, if the character pursues a new career, they could add a new occupation—and maybe lose the old one. If they lose their sight, they would gain the Vision Issues tag—at least until they get their sight back.

It's also possible for a character to lose labels during the game or to switch labels. For example, if a character with a secret identity is unmasked before the world, they should switch from the Secret Identity tag to the Public Identity tag.

Traits and tags can also be juggled according to the context of the game. For instance, if a character who has the Public Identity tag starts saving the world while wearing an entirely different costume, they could wind up with both the Public Identity and the Secret Identity tags.

## ORIGINS

Super-powered characters have intriguing origins that help explain their powers, even if those characters don't always fully understand how or why. Some characters—like mutants—were born with their powers. Others gained them accidentally, through some strange and often unrepeatable scientific experiment or mishap. Still others acquired their powers through years of hard work or diligent study. And some don't really have powers at all but instead rely on technological wizardry.

Several origins are listed here. Each comes with a package of traits and tags that are defined later in this chapter. Additionally, some come with powers, which are described in Chapter 7.

If you don't find the origin you want for your character listed here, feel free to make up new ones on your own. Just be sure to get your Narrator's approval before you use them in play.

The labels associated with some origins can change over time and with the particular setting of a game. For instance, at the time the X-Men were founded, being a mutant meant being hounded for being different. In more modern tales, mutants are still hounded, but they are also welcome to become citizens of the mutant homeland of Krakoa, which comes with certain privileges.

Note that the powers listed here do not come for free. When creating a character, these powers must be picked first.

### Alien

The character is not human and probably not from Earth or at least Earth-616. The Marvel Multiverse features all sorts of different alien races. The most common of these—Kree, Skrulls and so on—have their own entries. If the character doesn't fit one of those, then this origin applies.

**Examples:** Devil Dinosaur, Gamora, Groot, Rocket Raccoon.
**Tags:** Alien Heritage, Extreme Appearance (common).
**Suggested Occupation:** Outsider.

### Alien: Kree

The character is a member of the Kree, a humanoid race from the planet Hala who formed the interstellar Kree Empire in the region of space known as the Large Magellanic Cloud. They resemble humans but are stronger and tougher. Many of them have blue skin, but a good number of them have pink skin.

The air on Hala has much more nitrogen in it, and Kree who are raised in it (or something like it) have a hard time breathing the air on Earth.

**Examples:** Captain Marvel (Mar-Vell), Hulkling (half Skrull and half Kree), Magnitron (Yon-Rogg), Ronan the Accuser.
**Tags:** Alien Heritage, Extreme Appearance (if blue-skinned).
**Traits:** Breathe Different, Enhanced Physique.
**Suggested Occupation:** Outsider.

### Alien: Shi'ar

The character is a member of the Shi'ar, an avian humanoid race from the planet Chandilar who formed the interstellar Shi'ar Empire in the Shi'ar Galaxy. They resemble humans but are much stronger and have feathers instead of hair on their heads.

**Examples:** Adam-X, Deathbird, Majestrix Lilandra Neramani.
**Tags:** Alien Heritage, Extreme Appearance.
**Traits:** Enhanced Physique.
**Suggested Occupation:** Outsider.

### Alien: Skrull

The character is a member of the Skrull, a reptilian humanoid race of shape-shifters who formed the interstellar Skrull Empire. In their natural form, they have green skin, red or green eyes, pointed ears and furrowed chins. They sprang from the planet Skrullos in the Andromeda Galaxy.

Art by Mike Perkins & GURU-eFX

The original Skrulls could not shape-shift, but the Celestials experimented on them to form Eternal Skrulls and Deviant Skrulls, much like they did with humans on Earth. The Deviant Skrulls became the dominant form of the species, driving the originals to extinction.

**Examples:** Hulkling (half Skrull and half Kree), Lyja, Super-Skrull (Kl'rt).
**Tags:** Alien Heritage, Extreme Appearance (in their natural form).
**Suggested Occupation:** Outsider.
**Powers:** Disguise, Extended Reach, Flexible Bones, Shape-shift, Slip Free.

## Atlantean

The character is a member *Homo mermanus*, a variant race of humanity. Atlanteans breathe water through gills on both sides of their neck, and they cannot breathe air for longer than ten minutes.

If they live in the Atlantic Ocean, they likely have blue skin and hail from Atlantis. If they come from the Pacific Ocean, they likely have green skin and live in Lemuria.

**Examples:** Attuma, Sub-Mariner (Namor), Namora, Warlord Krang.
**Tags:** Amphibious, Extreme Appearance.
**Traits:** Breathe Different, Enhanced Physique.
**Suggested Occupation:** Outsider.
**Powers:** Heightened Senses, Speed Swim.

## Deviant

The character is a member of *Homo descendus*, a variant race of humanity created by the Celestials. They are scattered across Earth, but they mainly live in underground cities beneath the Pacific Ocean, close to Lemuria.

Only one hundred Deviants were originally created, but many more have been born over the millennia since then. They vary a great deal physically, coming in all sizes, shapes, colors and textures. Each is born with a unique physical mutation, and they have the latent genetic ability to develop powers, much like mutants.

Eternals are compelled to kill Deviant mutates as part of their principle "Correct excess deviation."

**Examples:** Brother Tode, Karkas, Kro.
**Tags:** Extreme Appearance, Hunted.
**Suggested Occupation:** Outsider.

## Eternal

The character is a member of *Homo immortalis*, a variant race of humanity created by the Celestials. They are scattered across Earth, but their headquarters lies in the city of Olympia, high in the mountains in Greece and folded into an echo dimension. Some live on Titan (a moon of Saturn) instead.

The Eternals live by three principles:

- Protect Celestials.
- Protect the Machine (a sentient A.I. deeply connected with the Earth).
- Correct excess deviation.

Only one hundred Eternals were originally created, and only two have been born since: Thanos and Eros. The character is either one of the lesser-known one hundred or a new Eternal brought to life through extraordinary means.

Through a ritual usually initiated by the Prime Eternal (their official leader), Eternals can be called to be part of a collective being known as the Uni-Mind.

**Examples:** Ikaris, Sersi, Sprite, Thanos, Thena.
**Tags:** Eternally Immortal, Mahd Wy'ry.
**Suggested Occupation:** Outsider.

## High Tech

The character's powers arise from high-tech devices that are well beyond the limits of modern-day engineering. This can come in many forms.

**Examples**: Doctor Octopus (Otto Octavius), Gauntlet (Joseph Green), Mysterio (Quentin Beck), the Trapster.
**Traits:** Tech Reliance.

## High Tech: Android

The character is an artificial person. Their body (when they have one) is made of plastic, metal and circuitry rather than flesh and blood. Their powers come from technology embedded in their artificial body.

**Examples:** Human Torch (Jim Hammond), Jocasta, Machine Man, Vision.
**Tags:** A.I., Extreme Appearance (common).
**Traits:** Tech Reliance.
**Suggested Occupation:** Outsider.

## High Tech: Battle Suit

The character wears a high-tech suit that grants them powers. When the battle suit is removed, the character no longer has access to the powers it grants. They are entirely—or at least mostly—normal underneath.

Most characters with this origin have the Extreme Appearance tag when wearing their battle suit.

**Examples:** Iron Man (Tony Stark), Ironheart, War Machine
**Tags:** Extreme Appearance (common when in Battle Suit).
**Traits:** Tech Reliance.

## High Tech: Cybernetics

The character has high-tech, surgically embedded implants that grant them powers. These cannot be removed without great care or pain.

If the implants are obvious, the character gets the Extreme Appearance tag. Otherwise, the implants have been hidden inside their body (as with the lacing of Wolverine's skeleton with adamantium) and might be visible only when in use (like when Wolverine uses his claws), if then.

**Examples:** Deathlok (all of them), Sabretooth, Winter Soldier, Wolverine (Logan).
**Tags:** Extreme Appearance (common).
**Traits:** Tech Reliance.

## High Tech: Pym Particles

The character uses Pym Particles (named after their inventor, Henry Pym) to dramatically grow or shrink in size.

After long-enough exposure to Pym Particles, many people are able to generate such particles on their own without the need of external aid. They may still need to use extra Pym Particles to reach extremely large or small sizes.

**Examples:** Ant-Man (Scott Lang), Giant-Man (Rax Malhotra), Wasp (Janet Van Dyne).
**Traits:** Tech Reliance (at first).
**Powers:** Grow 1 and/or Shrink 1 (at least).

## Inhuman

The character is a member of *Homo sapiens inhumanus*, a variant race of humanity genetically engineered by the Kree. For millennia, they lived isolated from the world, but they emerged in recent years, led by Black Bolt.

All Inhumans carry a latent gene that can be activated by the Terrigen Mist. The explosion of a Terrigen Bomb spread the mist across the entire planet, revealing that many humans (including Kamala Khan) had Inhuman genetics. Black Bolt was later forced to destroy the Inhumans, leaving few outside of the royal family alive.

The character is one of those rare Inhumans who survived.

**Examples:** Black Bolt, Crystal, Karnak, Lockjaw, Medusa, Ms. Marvel (Kamala Khan).
**Tags:** Inhuman Genes.

## Magic

The character's powers arise from supernatural means. There are many different traditions within magic, each with their own teachings.

**Examples:** Clea, Doctor Voodoo (Jericho Drumm), Enchantress.
**Tags:** Supernatural.

## Magic: Chaos Magic

The character is able to use chaos magic, which allows them to bend reality to their will. It stems from the ancient god Chthon.

**Examples:** Morgan Le Fay, Scarlet Witch, Wiccan.
**Tags:** Chaotic, Supernatural.

## Magic: Demonic

The character taps into (or is cursed by) the powers of Hell. They may be a native of one of the Nine Circles of Hell, or their powers might simply come from a Hellish source.

**Examples:** Belasco, Blackheart, Daimon Hellstrom, Dormammu.
**Tags:** Cursed, Supernatural.

## Magic: Sorcery

The character's powers arise from the study and practice of sorcery.

**Examples:** Agatha Harkness, Ancient One (Yao), Doctor Strange, Magik, Wong.
**Tags:** Sorcerous, Supernatural.

## Monstrous

The character is some kind of monster. They may have a human form—or may have once been human—but they get their powers from their unnatural monstrousness.

**Examples:** Cullen Bloodstone, Living Mummy, Man-Thing.
**Traits:** Monster.

## Monstrous: Vampire

The character was once alive but was embraced by a vampire and has risen from death as a vampire too. They can transmit this magical disease to victims of their choosing.

When a character becomes a vampire, they go up one rank and gain the listed tags, traits and powers. They do not gain any additional powers or traits from this bump in rank, but they do gain 5 ability points and add +1 to their damage multiplier. If they have the Heroic tag, they also add 1 to their Karma.

**Examples:** Baron Blood, Dracula, Blade (half vampire).
**Tags:** Alternate Forms: Bat/Mist/Wolf, Deceased, Imageless.
**Traits:** Anathema: Garlic/Holy Symbols (including Holy Water)/Sunshine, Bloodthirsty, Monster, Weaknesses: Silver/Wood.
**Powers:** Animal Communication: Bats/Rodents, Command, Healing Factor, Leech Life, Mighty 1, Sturdy 2, Telepathic Link.
**Limitation:** Unless the character has another origin, they cannot choose other powers.

## Monstrous: Werewolf

The character is afflicted with lycanthropy, a magical disease that causes them to take on the shape of a werewolf during the three nights of the full moon. They can transmit this magical disease to victims of their choosing who survive their attacks.

When a character becomes a werewolf, they gain the Lunar Transformation and Alternate Form tags. When the character takes on their werewolf form, they go up one rank and gain the rest of the listed tags, traits and powers. They do not gain any additional powers or traits from this bump in rank, but they do gain 5 ability points and add +1 to their damage multiplier. If they have the Heroic tag, they also add 1 to their Karma. When they return to human form, they lose the benefits of their werewolf form.

The character can switch forms voluntarily at any point—except during the three nights that the moon is at its fullest. On those nights, while the moon is above the horizon, the character must transform into a werewolf and is ruled by their animal nature. They cannot help but hunt and attack any people or creatures they come across, no matter if they are friend or foe.

**Examples:** Werewolf by Night (Jack Russell), Werewolf by Night (Jake Gomez).
**Tags:** Alternate Form: Werewolf/Wolf, Extreme Appearance (in werewolf form), Lunar Transformation.
**Traits:** Berserker, Monster, Weakness: Silver.
**Powers:** Evasion, Healing Factor, Heightened Senses, Mighty 1, Sturdy 2.
**Limitation:** Unless the character has another origin, they cannot choose other powers.

## Mutant

The character's powers spring from them being a member of the subspecies *Homo superior*. They have a latent X-Gene that grants them powers, often triggered at adolescence.

**Examples:** Cyclops, Jean Grey, Storm, Wolverine (Logan), Wolverine (Laura Kinney).
**Tags:** Hounded, Krakoan, X-Gene.

Art by Takashi Okazaki & Edgar Delgado

## Mythic

The character is a creature or person of myth and legend. While they may appear human, they are something else.

**Examples:** Angela (Aldrif Odinsdottir), Fairies, Malekith.
**Tags:** Supernatural.
**Suggested Occupation:** Outsider.

## Mythic: Asgardian

The character is a member of the Asgardian people, resembling the Norse gods. They call Asgard their home.

The character can be one of the many gods who have been named throughout history, or they can be one of the lesser-known gods of Asgard. They should choose something that they are the god of.

**Examples:** Hela, Heimdall, Loki, Sif, Thor (Odinson).
**Tags:** Supernatural, Worshipped.
**Traits:** God Heritage, Enhanced Physique.

## Mythic: Olympian

The character is a member of the Olympian people, resembling the gods of Ancient Greece and Rome. They call Olympus their home.

The character can be one of the many gods who have been named throughout history, or they can be one of the lesser-known gods of Olympus. They should choose something that they are the god of.

**Examples:** Ares, Athena, Hercules, Zeus.
**Tags:** Supernatural, Worshipped.
**Traits:** God Heritage, Enhanced Physique.

## Special Training

The character's powers come from long hours of practice. Their intense focus grants them abilities that would astonish most people.

**Examples:** Hawkeye (Clint Barton), Hawkeye (Kate Bishop), Nick Fury Jr., Shang-Chi.
**Traits:** Determination.
**Limitation:** Unless the character has another origin, they cannot choose powers that grant them superhuman abilities. Allowed power sets include Martial Arts, Melee Weapons, Ranged Weapons, Shield Bearer and Tactics. They can also choose basic powers a regular human could reasonably have. See the Basic powers list on page 80.

## Spirit of Vengeance

The character has been possessed by a Spirit of Vengeance. Their purpose is to find sinners and impose penance.

When a character becomes possessed by a Spirit of Vengeance, they gain the Alternate Form tag, which they can use voluntarily at any point. When the character takes on their Ghost Rider form, they gain access to the listed tags, traits and powers. When they return to human form, they lose the benefits of their Ghost Rider form.

**Examples:** Ghost Rider (Johnny Blaze), Ghost Rider (Danny Ketch), Ghost Rider (Robbie Reyes).
**Tags:** Alternate Form: Ghost Rider, Cursed, Supernatural.
**Powers:** Elemental Protection 2, Environmental Protection, Healing Factor, Hellfire Chains, Mighty 2, Penance Stare, Possess Vehicle, and Sense Sins. They should select most of the rest of their powers from the Magic: Demonic and Elemental Control: Hellfire sets.
**Limitation:** The character should be at least Rank 4. Unless the character has another origin, they cannot choose other powers.

## Symbiote

The character has bonded with one of the Klyntar, a race of alien symbiotes created by the alien god Knull. Most of these creatures on Earth display spiderlike powers.

When a character bonds with a symbiote, they go up one rank and gain the listed tags, traits and powers. Any remaining powers they select are often from the Spider-Powers set but do not have to be. Many symbiotes have the Disguise power.

If the symbiote is Venom or one of its progeny, Spider-Man (Peter Parker) cannot gain any benefits from his Spider-Sense power against the bonded character.

**Examples:** Carnage, Venom (Eddie Brock), Shriek.
**Traits:** Anathema: Extreme Heat/Extreme Sonics.
**Powers:** Environmental Protection, Mighty 1.

## Unknown

The character has developed powers but is not entirely sure how. It could be that the player or the Narrator knows, but the character does not, or maybe nobody else does either. Astonishing things happen all the time in the Marvel Multiverse, and there's no way to classify them all.

The source of these powers may be explained in time. It could turn out that the character actually has a standard type of origin, or it could be that they have an origin that's utterly unique.

**Examples:** Squirrel Girl, Taskmaster.
**Tags:** Mysterious.

## Weird Science

The character's powers arose from a scientific experiment or accident that's hard—if not impossible—to reproduce. Often, they had the latent genetic potential to develop powers and were somehow exposed to the right triggers—which would have likely killed most other people.

These kinds of characters are sometimes called *mutates*. The difference between a mutate and a mutant is that a mutant's powers come to them naturally, but a mutate's powers require a triggering incident that might never happen. In this sense, Inhumans are all mutates who share a gene with a known trigger: the Terrigen Mist.

**Examples:** Captain America (Steve Rogers), Daredevil (Matt Murdock), Invisible Woman, Jessica Jones, Luke Cage, Spider-Man (Miles Morales), Spider-Man (Peter Parker).
**Traits:** Weird.

## Weird Science: Gamma Mutate

The character has a genetic mutation that gave them powers once they were exposed to enough gamma radiation, transforming them physically. This often gives them a monstrous appearance and changes their coloration drastically, usually to green, although some become red or even blue. They can often transform back into their original form as well.

**Examples:** Doc Samson, Harpy (Betty Banner), Hulk (Bruce Banner), Red Hulk (Thaddeus "Thunderbolt" Ross).
**Tags:** Extreme Appearance (common in gamma mutate form), Green Door, Immunity: Gamma Radiation, Radioactive.
**Traits:** Weird.

## OCCUPATIONS

While super heroes spend a great deal of their time trying to help others and to make the world a better place, many of them have other responsibilities, including having to work for a living. These things that they do are called *occupations*.

As part of a character's occupation, they tend to pick up skills, contacts and other resources that can come in handy in the course of the game. These are listed as a package of traits and tags that the character gains for free.

Each character starts with a single occupation. They can pick up others throughout play, at the Narrator's discretion, and they can lose occupations too.

An occupation is generally something the character is involved in now or in their recent past. For instance, if the character is young, they probably go to school and should pick the student occupation. Older characters probably also went to school in their younger years, but they often move on to another occupation. They should ignore the student occupation and pick one that better fits their current occupation.

Numerous occupations are described in this section, but such a list cannot be exhaustive. If you have an idea for a new occupation or would like to tailor one of the current ones to better fit your character, go right ahead. Just be sure to discuss it with your Narrator too.

### Adventurer

The character focuses on having adventures. Perhaps they're independently wealthy and don't need another occupation, or maybe they hire out their services.

**Examples:** Iron Fist (Danny Rand), Luke Cage, Hawkeye (Kate Bishop).
**Tags:** Black Market Access.
**Traits:** Fearless, Connections: Super Heroes or Villains.

### Assassin

The character is a hired killer. They might tell themselves that this is for the greater good. They might be picky about who they take on as clients or targets, but the core of their occupation is ending lives.

**Examples:** Arcade, Bullseye, Elektra, the Punisher.
**Tags:** Streetwise, Villainous (common).
**Traits:** Connections: Criminal, Signature Attack.

### Criminal

The character did something that put them on the wrong side of the law. They might have spent time in jail for their crimes, or they might have gotten away with them scot-free. The fact that they break the law doesn't necessarily make them a bad person, but law enforcers usually don't care about such distinctions.

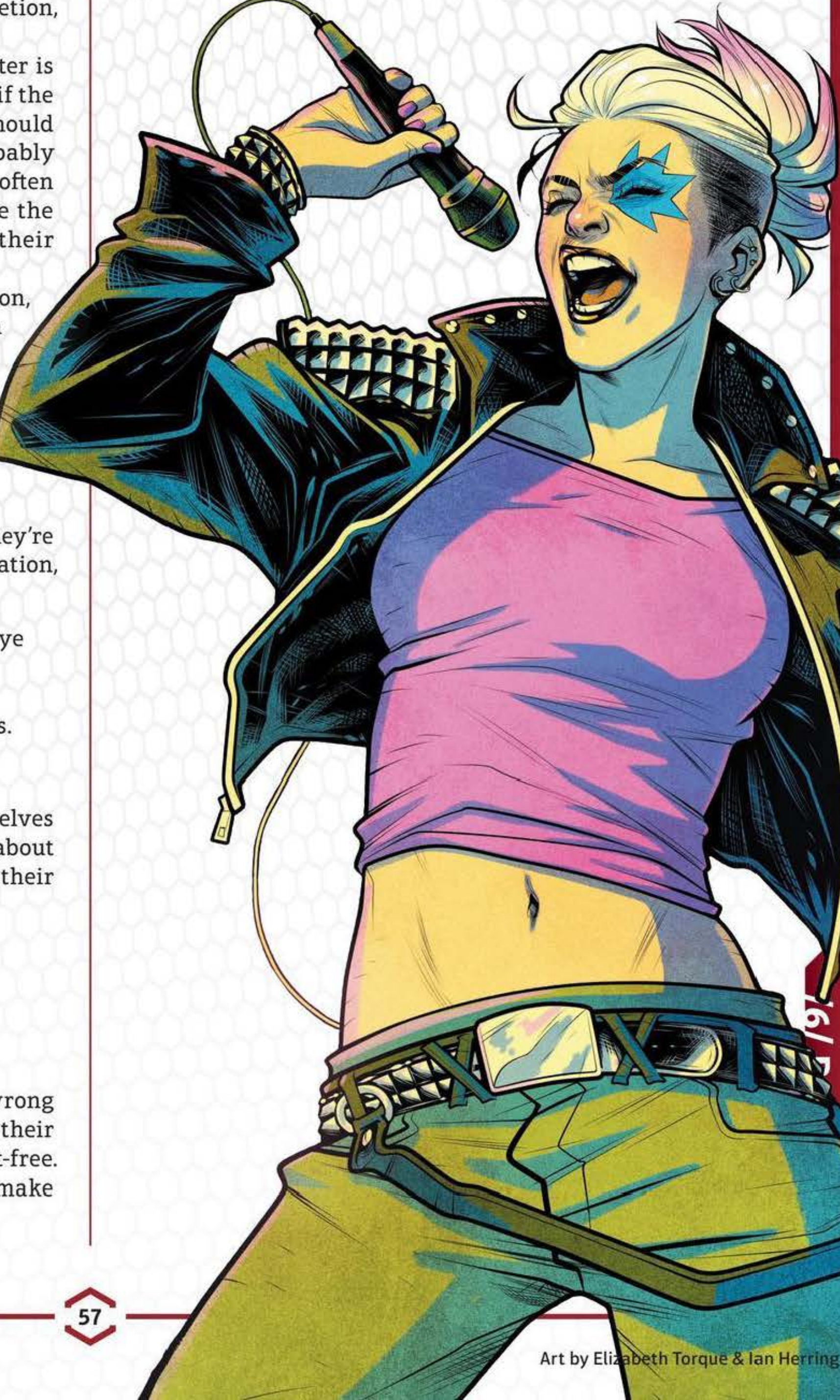
If they are currently wanted by the law for their crimes, they should also take the Hunted tag. If they have served time, they should take the Convict tag too.

**Examples:** Ant-Man (Scott Lang), Black Cat, Gambit.
**Tags:** Black Market Access, Streetwise.
**Traits:** Connections: Criminal.

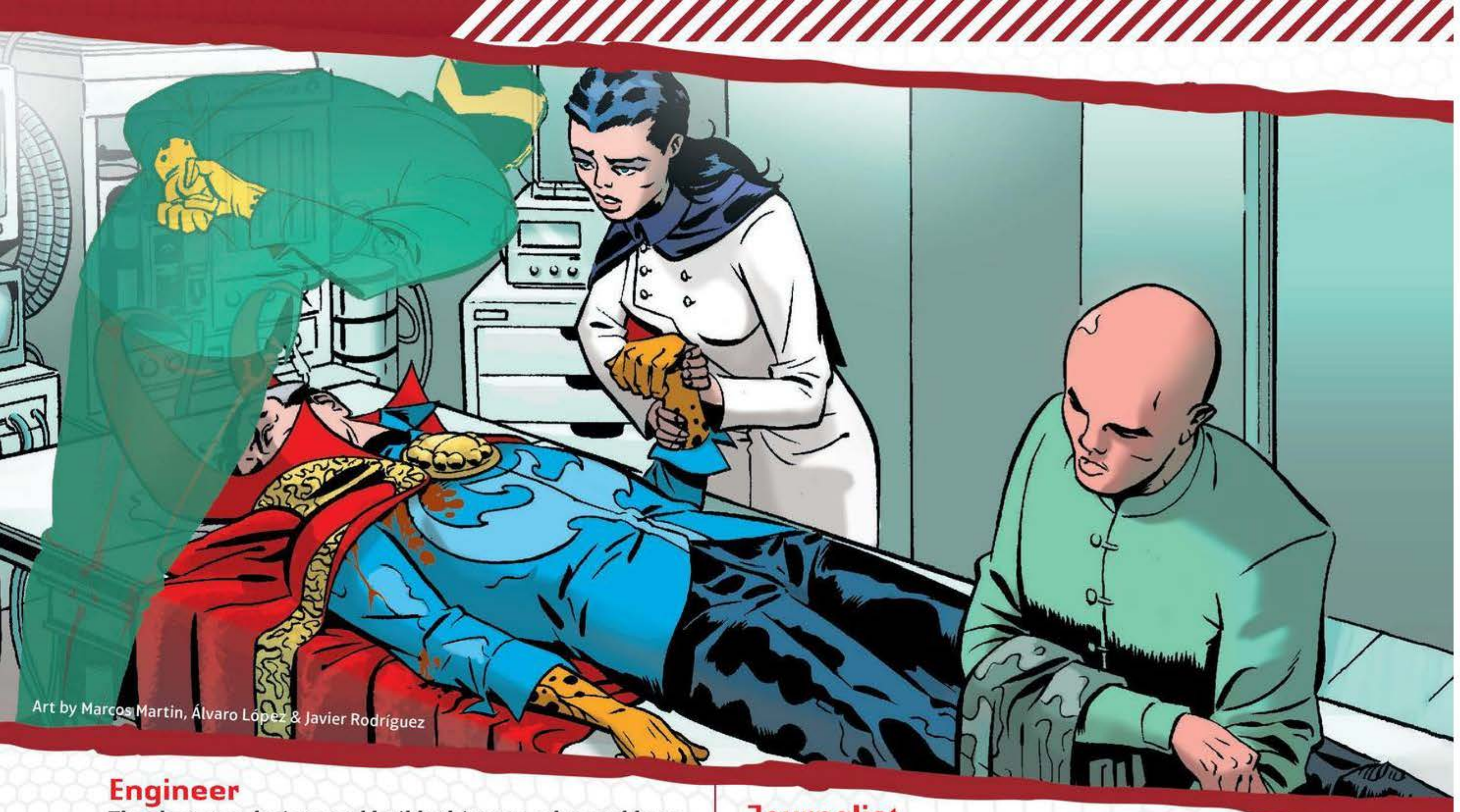
### Educator

The character educates others. They might be a grade-school teacher, a college professor or some other kind of instructor. They do their best to bring the knowledge they have to other people.

**Examples:** Agatha Harkness, Blue Marvel, Professor X.
**Traits:** Connections: Community, Font of Information, Presence.



Art by Elizabeth Torque & Ian Herring



Art by Marcos Martin, Álvaro López & Javier Rodríguez

## Engineer

The character designs and builds things to solve problems. They sometimes invent brand-new things, but mostly they take scientific research and apply it to real-world problems.

**Examples:** Ghost Rider (Robbie Reyes), Iron Man (Tony Stark), Whiplash.
**Tags:** Lab Access.
**Traits:** Gearhead, Inventor.

## Entertainer

The character entertains others for a living. They could be a singer, a dancer, an actor, a musician, a writer, a filmmaker, a speaker or something similar. They aren't shy—at least when on the job—and they work hard to both gain an audience and keep them engaged.

**Examples:** Dazzler, Echo, Mysterio, Wonder Man.
**Traits:** Famous, Presence, Public Speaking.

## Health Care Worker

The character is a doctor, nurse, therapist or other person dedicated to helping heal others. They likely have access to an office where they practice their craft.

**Examples:** Doc Samson, Doctor Strange, the Night Nurse (Linda Carter), Thor (Jane Foster).
**Traits:** Clinician, First Aid.

## Investigator

The character is trained to solve mysteries. This can be as a private detective or as part of an official law enforcement organization, ranging from the New York Police Department to the Federal Bureau of Investigation, S.H.I.E.L.D. or even the Nova Corps.

**Examples:** Jessica Jones, Misty Knight.
**Traits:** Connections: Police, Interrogation, Investigation.

## Journalist

The character works as a reporter or editor for a news organization. This can range anywhere from the *Daily Bugle* to *TNM (Threats and Menaces)*. It can also include any sort of reporting, whether TV, radio, newspaper or online.

**Examples:** Silk, Spider-Man (Peter Parker), Venom (Eddie Brock).
**Traits:** Audience, Connections: Sources, Pundit.

## Law Enforcer

The character works as a law enforcement officer. They could be anything from a town cop to an agent of S.H.I.E.L.D. They have a great deal of authority inside their jurisdiction and often command respect outside of it as well.

**Examples:** Nick Fury Jr., Human Torch (Jim Hammond), Maria Hill, Photon (Monica Rambeau).
**Tags:** Authority, Backup.
**Traits:** Interrogation, Investigation.

## Lawyer

The character has a law degree and knows how to use it. They might work for a gigantic and powerful law firm, or they might have set up their own practice.

**Examples:** Daredevil (Matt Murdock), Foggy Nelson, She-Hulk.
**Traits:** Dealmaker, Legal Eagle, Public Speaking.

## Leader

The character is the leader of a city, region, state or nation. This includes things like being the elected mayor of New York City or the hereditary king of a country.

**Examples:** Black Bolt, Black Panther (T'Challa), Doctor Doom, Sub-Mariner (Namor), Thor (Odinson).
**Tags:** Authority, Powerful.
**Traits:** Presence.

### Military

The character serves (or at least once served) in a military organization and relies on that training. They can sometimes call on their fellow soldiers for help. They may have worked for a nation or possibly as part of a mercenary outfit.

If they are on active duty, their time is often not their own, and they should take the tag Obligation: Duty.

**Examples:** Captain America (Steve Rogers), Captain Marvel (Carol Danvers), War Machine, Wolverine (Logan).
**Traits:** Battle Ready, Connections: Military, Situational Awareness.

### Outsider

The character comes from another planet, dimension or time and is not familiar with how things work on this Earth. They may have had another occupation back where they came from, but it's not generally applicable here.

**Examples:** Groot, Rocket Raccoon, Thor (Odinson).
**Traits:** Connections: Outsiders, Fresh Eyes, Stranger.

### Scientist

The character solves problems by means of scientific research. They are often among the smartest people in the world, and other heroes turn to them for their expertise.

**Examples:** Doctor Octopus (Otto Octavius), Hulk (Bruce Banner), Mister Fantastic, Moon Girl.
**Tags:** Lab Access.
**Traits:** Inventor, Scientific Expertise.

### Spy

The character is an expert in espionage. They served as a spy for a nation or corporation and know how to find things out about people and organizations.

**Examples:** Black Widow (Natasha Romanoff), Peggy Carter, Winter Soldier.
**Tags:** Black Market Access.
**Traits:** Connections: Espionage, Leverage.

### Student

The character attends school or college on a full-time basis. What they study or focus on is up to them and their school.

Most people start out with this occupation, but once they graduate, they move on to something new. If that happens with your character, you can then select a new occupation to replace this one.

**Examples:** Moon Girl, Ms. Marvel (Kamala Khan), Spider-Man (Miles Morales).
**Tags:** Mentor, Obligation: School.
**Traits:** Quick Learner.

### Tycoon

The character is wildly wealthy and well-known. They want for nothing, and they make a splash wherever they go. They get invited to the best parties and let into all the VIP sections.

**Examples:** Iron Man (Tony Stark), Iron Monger (Obadiah Stane), Mandarin, Sunspot, Wasp (Janet Van Dyne).
**Tags:** Rich.
**Traits:** Connections: Celebrities, Famous.

## TRAITS

A trait is a label that has a game mechanic associated with it. Some of them are minor powers or abilities, while others simply represent skills. Many traits are available to anyone, while others are restricted to characters of certain origins.

A character can acquire traits in three main ways.

- As part of an origin.
- As part of an occupation.
- As an extra trait.

A character gets one extra trait for each rank they have. For example, a hero at Rank 4 can choose four extra traits.

Dozens of traits—including all of those that arise from origins and occupations—are described below. Many trait descriptions are kept purposefully vague so the player can fill in the details. This is a great way to make a character feel unique.

### Abrasive

The character rubs people the wrong way. This gives them trouble when trying to make Ego checks to persuade someone to help them out. It gives them an edge when they're trying to make Ego checks to intimidate someone.

### Anathema

The character suffers direct harm when exposed to a particular substance. They cannot voluntarily enter the same space with it. If they are touched by it, they instantly suffer the damage of a Rank 3 attack roll that automatically succeeds. This continues each turn until they are separated from the substance or are killed or destroyed.

Damage caused by Anathema ignores all damage reduction the character has and cannot be healed by their Healing Factor.

### Audience

Many people follow the character's work and treat them with the respect they deserve. By making an Ego check, the character can persuade their audience to provide help in the form of information or resources. The Narrator determines the TN of the Ego check based on the favor requested.

### Battle Ready

The character is always mentally prepared for any sort of trouble to start. Add +30 Focus.

### Beguiling

The character has an edge when making an Ego check to persuade someone who could be attracted to them.

### Berserker

The character often loses control of their temper. Any time they take physical damage, they must make an Ego check with a TN equal to the amount of damage done. If they fail, they go berserk and must charge at full speed into combat with the enemy who hurt them.

Being berserk gives the character an edge on all close attacks and adds +2 to their Melee, Resilience and Ego defenses. However, it takes –2 from their Agility defense, and they cannot use ranged weapons.

If the character defeats the enemy who hurt them, they must then charge to attack the next closest foe.

At the end of the character's turn, they lose 5 Focus. When their Focus is reduced to the point that the character could not voluntarily spend any more Focus—or if there are no enemies in sight—the berserk state automatically ends.

## Big

The character's size is big, which applies –1 to their Melee and Agility defenses, adds +1 to their Run Speed, and increases their reach to 2. They still occupy a single space.

## Bloodthirsty

The character likes hurting people—even killing them. After they knock someone unconscious, they must make a Challenging Ego check to keep from continuing to attack them until they're dead.

A character with this trait cannot take the Heroic tag.

## Breathe Different

The character cannot breathe Earth's air for long. They lose 1 point of Health for every minute they do not have some sort of assistance to allow them to breathe properly.

## Clinician

The character has an edge on Logic checks to determine what is medically wrong with someone they examine.

## Clueless

The character tends to shut out things they're not entirely focused on. They have trouble on any Vigilance checks to spot hidden or invisible things. Enemies have an edge on Agility checks to sneak near or past them.

## Combat Expert

The character knows how to handle themselves better than most. They have an edge on Melee attacks against enemies of Rank 1.

## Combat Reflexes

The character can react quickly in combat. This grants them one additional reaction each turn.

## Connections

The character knows someone with access to and knowledge of a particular field. The connection could be a reporter, a police officer, a politician, a mobster and so on. By making an Ego check, the character can call on their contact to provide help in the form of clues, information or resources. The Narrator determines the TN of the Ego check based on the favor requested.

This trait can be selected multiple times, using many different types. These include Celebrities, Community, Criminal, Espionage, Military, Outsiders, Police, Professional, Sources, Super Heroes and so on.

## Dealmaker

The character is skilled at the art of negotiation. They have an edge on action checks that have to do with making deals.

## Determination

The character never gives up, even when they feel like they're at their worst. While demoralized, they do not gain trouble on all actions, though they still cannot maintain concentration or spend further Focus.

## Eidetic Memory

The character rarely forgets anything. If their player forgets something, they can ask the Narrator to remind them.

## Enduring Constitution

The character can function for up to 48 hours without sleep and has an edge on Resilience checks to overcome fatigue or weariness.

## Enhanced Physique

The character is stronger than regular humans. Treat them as one size bigger for lifting, carrying, swinging and throwing things. (This does not stack with other factors.)

## Extra Occupation

The character has a busy life and has done all sorts of things. They can choose another occupation.

## Extraordinary Origin

The character has an additional origin. This trait can be selected multiple times, but each time must be cleared with the Narrator. Take care to make sure that the origins make some kind of sense when combined together.

## Famous

The character is widely known—at least among a certain group of people or a population. They may be well-liked or they may be hated, but either way, they are famous. They have an edge when making an Ego check to persuade someone who thinks favorably of them. They have trouble when making an Ego check to persuade someone who dislikes them.

If the character has a secret identity, this trait works for only one of their identities. However, it can be taken multiple times for multiple identities.

## Fearless

The character is extremely brave. They have an edge on any action checks required to deal with fear.

## First Aid

The character knows how to administer first aid. They have an edge on Logic checks to stop bleeding.

## Font of Information

The character has an edge on Logic checks having to do with knowledge.

## Free Running

The character has an edge on Agility checks made to perform acrobatics during a movement action.

### Fresh Eyes

The character has their own way of doing things. This often makes them seem strange to those around them, but it means they can bring new perspectives to existing issues. They have an edge on Logic checks when faced with something for the first time.

### Gearhead

The character knows their way around machines. They have an edge on Logic checks to figure out how any machine works.

### Glibness

The character can strike up a conversation with anyone at any time and can often convince them to lend a hand. They have an edge on Ego checks to persuade characters they are speaking to for the first time.

### God Heritage

The character—or at least one of their ancestors—is a god. Pick something that they are the god of.

They don't have to be a god that most people have heard of. In fact, they can be the god of something entirely new. However, they cannot generally be the god of something that's already been claimed by someone else in their pantheon. Other gods are often jealous of their positions and take issue with such rivals.

The character has an edge when dealing with something that they are the god of.

**Restriction:** This trait can be selected only by characters with a mythic origin and an attachment to a particular pantheon, like Asgardian or Olympian.

### Gullible

The character is easy to fool. People lying to them have an edge on their Ego checks to persuade the character of something.

### Honest

The character is a terrible liar. They have trouble any time they make an Ego check that involves telling a lie. However, they have an edge on any friendly Ego (persuasion) checks in which they're truthful.

Art by Ed McGuinness & Morry Hollowell

### Interrogation
The character knows how to ask the right questions in the right way. They have an edge on Ego or Logic checks made when asking questions.

### Inventor
The character is good at coming up with solutions on the fly. They have an edge on Logic checks when creating or repairing things.

### Investigation
The character is an expert investigator. They have an edge on Vigilance checks to spot clues and on Logic checks related to interpreting clues. If they have access to a forensics lab at the time, they gain a second edge on such checks.

### Iron Will
Enemies have trouble on Ego attacks to control the character's mind or influence their behavior. Also, the character gains an edge on Ego checks to break free of mind control or other compulsions.

### Legal Eagle
The character knows the laws of their homeland and can help others navigate them. They have an edge on Logic checks when dealing with legalities.

### Leverage
The character is good at figuring out what people want and using it against them. They have an edge on Logic checks to investigate people and on Ego checks to persuade people they've investigated.

### Loner
The character does not play well with others. They cannot be given an edge via assistance by someone who is not a teammate.

### Monster
The character is some kind of monster, often of a type spoken of in legend. They have an edge whenever they attempt to intimidate someone.

### Out of Shape
The character is in poor physical condition. They are considered one size smaller for the purposes of lifting, carrying, swinging and throwing things.

### Piloting
The character knows how to operate vehicles of all kinds. They have an edge on Agility checks triggered when piloting or driving a vehicle during a movement action. This applies to cars, boats, aircraft and so on.

### Presence
The character knows how to command attention on demand. They have an edge on Ego checks that involve getting people to pay attention to them or to voluntarily do things for them.

### Public Speaking
The character knows how to get the attention of a crowd, whether that's at a political rally or in front of a jury or a classroom. They have an edge on Ego checks when attempting to persuade groups.

### Pundit
The character knows how to break news items and put them into context to craft a story around them. They have an edge on Ego or Logic rolls made when giving their opinion via media.

### Quick Learner
If the character fails an action check, they gain an edge on the check if they try the same action again on their next turn.

### Scientific Expertise
The character has extensive scientific training. They have an edge on Logic checks made when dealing with scientific research. If they have access to an appropriate lab at the time, they gain a second edge on such checks.

### Signature Attack
The character is known for favoring a particular kind of weapon or attack power. They have an edge when making attacks that way.

This trait can be taken more than once, but each time must be with a different kind of weapon or attack power.

### Situational Awareness
The character is trained to always keep an eye out for trouble. They have an edge on initiative checks.

### Skeptical
The character is hard to fool. People lying to them have trouble on their Ego checks to persuade the character of something.

### Small
The character's size is small, which adds +1 to their Melee and Agility defenses and takes –1 from their Run Speed.

### Sneaky
The character has an edge on Agility checks when sneaking around. Enemies have trouble on Vigilance checks to detect the character when the character is invisible or hiding.

### Stranger
The character doesn't understand local customs. They have trouble on checks made when trying to decipher such things or when trying to pass themselves off as a local.

### Surprising Power
The character can choose a power they normally wouldn't be able to use. The character will still need to have any prerequisite powers, but they can ignore rank and origin requirements. This trait can be selected multiple times.

### Tech Reliance
The character relies on technology for powers. When they take damage that would render them unconscious, they can

instead choose to lose all of their technology-related powers and remain conscious with 1 point of Health remaining.

Assuming the character has access to parts and tools, lost powers can be repaired after a battle.

### Weakness

The character suffers an unusual amount of harm from certain substances. Any attack made with that substance ignores all inherent damage reduction the character has and cannot be healed by their Healing Factor.

### Weird

The character has something weird (or even wonderful) about them. This causes people to have strong reactions to them, both good and bad. They have an edge on all Ego checks to persuade people inclined to like them and trouble on all Ego checks against people inclined to dislike them.

## TAGS

A tag is a label that describes an aspect of the character but primarily has a narrative effect rather than a mechanical one. These define facts about the character: who they are, where they come from, how they behave and so on. Many tags are available to anyone, while others are restricted to characters of certain origins.

Most characters gain tags as part of their origin and occupation, but these can change throughout play. When you're creating a character, it's up to you how many tags you want your character to have. Just keep in mind that the tags you pick should fit well with your character concept.

There's no limit to the number of tags a character can have. Some characters are more complex than others and can wind up with many tags. Others are more straightforward and have only a few tags.

Dozens of tags—including all of those that arise from origins and occupations—are described below. As with traits, many descriptions are kept purposefully vague so the player can fill in the details and make the character feel unique.

### A.I.

The character possesses an artificial intelligence in a computerized mind. Their digital nature means that copies or backups can be made of their mind and can even be transferred into other compatible forms.

### Alien Heritage

The character—or at least one of their ancestors—is not from Earth. Pick an alien race that they belong to. If they were not raised on Earth, they should consider taking the Outsider occupation.

### Alternate Form

The character can change from their regular human form into another form and back. When in either form, the character can only access powers assigned to that form. In most cases, this means that the character can use powers only when in their alternate form. This tag applies to characters that switch from one humanoid form to another, like Colossus, Emma Frost and many of the Hulks. It also applies to characters that have inhuman forms, like werewolves and vampires.

### Amphibious

The character can breathe just fine underwater and can see and hear well in it too.

### Auditory Issues

The character has trouble hearing that can range from partial to full deafness.

### Authority

The character has a legal authority of some kind. They might be a commissioned officer, privateer, bounty hunter, doctor, firearms dealer, lawyer, pharmacist, police officer, private investigator, mayor, governor and so on. This tag can be selected multiple times if appropriate.

### Backup

The character is part of an organization—like a police force—that they can call for immediate backup at any time.

### Black Market Access

The character knows how and where they can buy and sell hard-to-find and potentially illegal things.

### Chaotic

The character has been affected by the chaos lord Chthon.

Art by David Marquez & Justin Ponsor

## Convict
The character has been convicted of a crime, which is reflected on their record.

## Cursed
Willingly or not, the character is affiliated with Hell. This can open them up to all sorts of nefarious plots and plans.

## Deceased
The character is technically dead—although presumably still able to interact with the rest of the world in some way. They might be a vampire, a ghost, a zombie or even a brain floating in a jar.

## Dependents
The character has young children, elderly relatives or others who rely on them. They can't just abandon these people and must check on them and help care for them on a regular basis.

## Enemy
There's someone out there who has sworn to defeat the character. The enemy is of at least the same rank as the character and is obsessed with bringing them down. This tag can be taken multiple times, but it should be reserved for truly obsessed foes.

## Eternally Immortal
The character does not age and could theoretically live forever. If the character is killed, they can be brought back to life in the Activation Chamber found in the Exclusion, an Eternal base located beneath the South Pole. To make this happen, the Activation Chamber sacrifices the life of a random human anywhere on Earth.

**Restriction:** For Eternals only.

## Extreme Appearance
The character looks very different than the average person (wherever they happen to be) and cannot easily hide their identity. When this tag appears in origins in this chapter, it may give other useful information, like whether an extreme appearance is common.

## Green Door
After being killed, the character can come back to life by passing through the Green Door, a portal that connects a part of the afterlife to Earth. This makes them effectively immortal.

**Restriction:** For gamma mutates only.

## Headquarters
The character has a base, cave or lair they can use to recover from wounds, repair or store equipment, work on inventions and so on. The location can be public or secret, and it can be as humble as a toolshed or as elaborate as an underground complex or a Manhattan skyscraper.

## Heroic
The character acts heroically. They help people in need, and they do their best not to kill—even with people who might deserve it.

**Restriction:** The character cannot also be Villainous.

## Hounded
The character is a member of a group of people who are persecuted for simply being themselves.

## Hunted
The character is hunted by the law for crimes they have supposedly (or actually) committed. If captured by the police, they may be arrested, tried for their crimes and potentially sent to jail.

## Imageless
The character casts no reflection, and their image cannot be captured by cameras.

## Immunity
The character is immune to the usual effects of something. This can be selected multiple times.

## Inhuman Genes
The character has latent Inhuman genes that cause them to develop super-powers when exposed to the Terrigen Mist.

**Restriction:** For Inhumans only.

## Krakoan
As a mutant, the character is automatically a citizen of the island-nation of Krakoa and can travel to and from there freely. Also, if they are killed and the Five—a group of powerful mutants—are able to work together, the character can be resurrected into an identical new body with most of their memories intact.

If killed in Otherworld, the character can still be resurrected, but they will be changed in unpredictable ways. Just how this might affect the character is up to the Narrator.

**Restriction:** For mutants only.

## Lab Access
The character either owns or has access to a laboratory filled with the technical equipment, supplies and tools they need

Art by Humberto Ramos & Edgar Delgado

for their work. This can be anything from a well-stocked high-school classroom to a forensics lab to an industrial site.

### Linguist
The character is fluent in a language other than their native tongue. This tag can be selected multiple times, once for each language.

### Lunar Transformation
On the three nights that the moon is at its fullest and while the moon is above the horizon, the character must transform into a werewolf and is ruled by their animal nature. They cannot help but hunt and attack any people or creatures they come across, no matter if they are friend or foe.

**Restriction:** For werewolves only.

### Mahd Wy′ry
The character lives for so long that their accumulated memories have the potential to drive them insane. The only cure for this condition is to die and then be reborn with a restoration of their mind from a clean backup. This happens rarely, but the disease can progress quickly once it starts.

**Restriction:** For Eternals only.

### Mentor
The character knows an older person they can ask for advice, even when it comes to having super-powers. This tag can be selected multiple times.

### Mute
The character cannot speak. Unless otherwise specified, they can use other means to communicate.

### Mysterious
The character does not entirely understand how or why they have powers. This can prove unsettling and perhaps even dangerous, or they can just take it in stride.

### Obligation
The character is responsible to certain people, places or organizations who rely on them. This tag can be selected multiple times, using many different categories. These include family, school, society, sports, work and so on.

### Poor
The character has little access to money and struggles to make ends meet. This can cause them all sorts of problems.

### Powerful
The character has access to the resources of their entire community. In most cases, they must be careful about how they use such resources so that they don't lose that access.

### Public Identity
The character's real identity is known to the public. This can make it easier for them to ask their friends and family—and even strangers—for help. Unfortunately, it also makes it easier for their enemies to find them and even to threaten those same friends and family.

### Radioactive
The character constantly emits low levels of some sort of radiation. This can be picked up by a Geiger counter.

### Rich
The character has access to plenty of money. If they want something normally and legally available to people, they can simply buy it.

### Secret Identity
The character's real identity is a secret to the public, and they must take precautions to maintain this status. This might help keep the people they care about safe from their enemies, but it can also cause strain in those same relationships.

### Signature Weapon
The character is known for owning and using a specific type of weapon, like Hawkeye's bow or Elektra's sai.

This tag can be taken more than once, but each time must be with a different weapon.

### Sorcerous
The character has dedicated themself to the study of traditional magic, also known as sorcery.

### Streetwise
The character knows how things are handled on the street, who's in charge of various criminal enterprises and how to avoid issues with them.

### Supernatural
The character has powers that are magical or based on something magical.

### Villainous
The character is a villain, someone who cares little for the rights of others, up to and including their right to live.

**Restriction:** The character cannot also be Heroic.

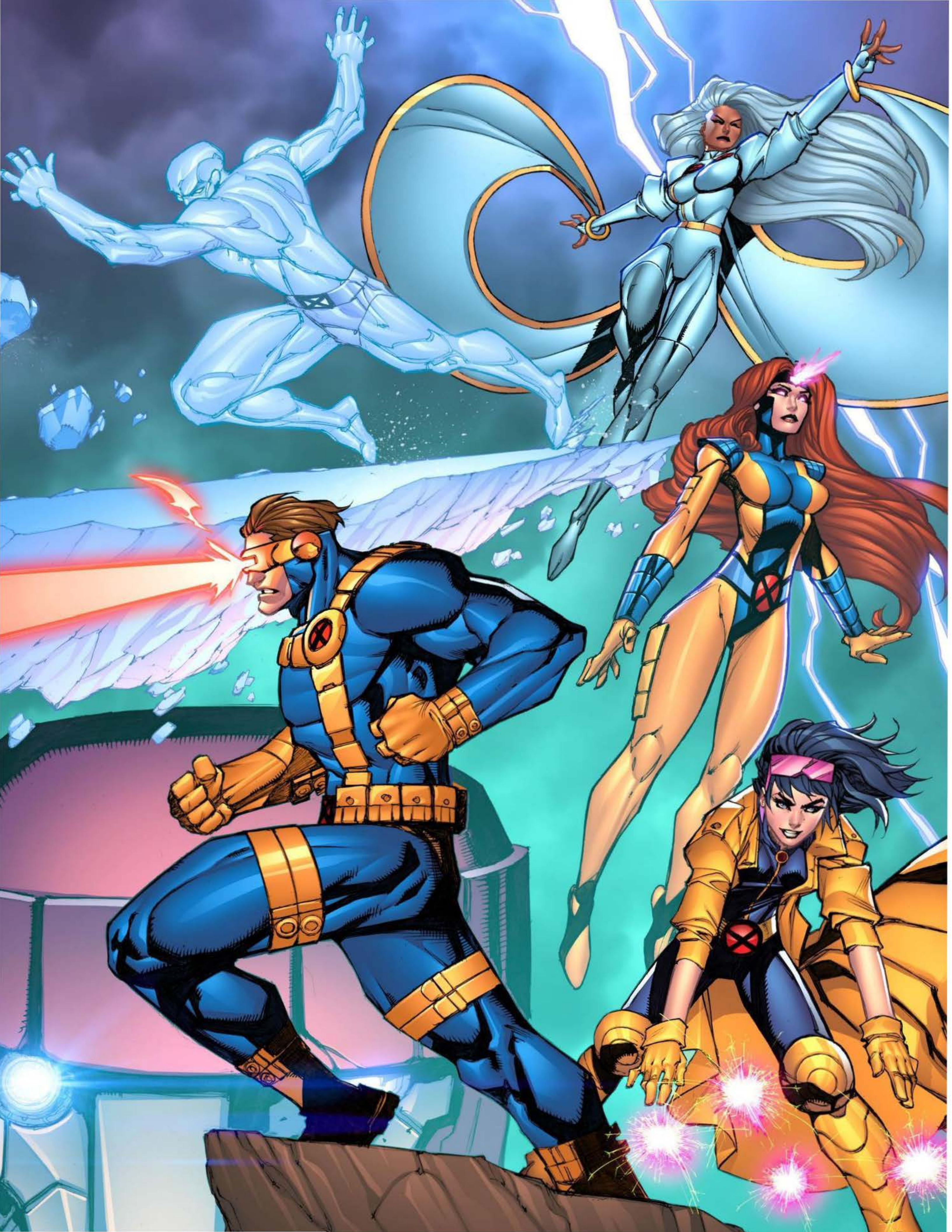
### Vision Issues
The character has trouble seeing that can range from partial to full blindness. This can also include color blindness, astigmatisms and being nearsighted or farsighted.

### Worshipped
The character is worshipped by others as a god.

### X-Gene
The character has mutant genes that cause them to develop super-powers.

**Restriction:** For mutants only.

### Young
The character is a minor, under 18 years old. If possible, they must report in to their parents or guardians on a regular basis.



# 7

# POWERS

**POWERS ARE WHAT MAKE A SUPER HERO SUPER. THEY'RE** the amazing abilities that normal people can barely imagine. Without them, you can have *heroes*, but you need them to have *super* heroes.

This chapter features a list of powers in alphabetical order. While they describe many of the most common kinds of powers shown in Marvel comics, they don't quite cover everything. If you have an idea for a power you've seen in a Marvel comic that isn't shown here—or for one of your own creation—discuss it with your Narrator.

Note that powers inherently break the rules. They're exceptions to the normal state of things. If the regular rules and the rules for a power contradict each other, follow the rules for the power.

More official powers may show up in future expansions of the *Marvel Multiverse Role-Playing Game*.

## PICKING POWERS

When you create your own super hero, the character's rank tells you how many powers you can pick for them. **For each rank a hero has, they can pick up to four powers.**

**Example:** *Spider-Man is Rank 4, so he can pick up to (4×4=) 16 powers.*

### Power Sets

Many powers come grouped in thematically related sets called *power sets*. This includes things like Super-Strength, Martial Arts, Spider-Powers, and so on. Those that aren't part of a power set are called *basic* powers.

**NUMBER OF POWERS**

| Rank | Powers |
|---|---|
| **1** | 4 |
| **2** | 8 |
| **3** | 12 |
| **4** | 16 |
| **5** | 20 |
| **6** | 24 |

You can select powers from as many different power sets as you like. However, if you use powers from fewer sets than the character's rank, you get a thematic bonus. This is equal to the character's rank minus the number of power sets they use.

**Example:** *Spider-Man only uses basic powers and powers from the Spider-Powers set. This gives him (4–1=) 3 extra powers. That means he can pick up to 19 powers.*

A character who wants to take a power they normally wouldn't be able to pick because of their origin can do so with the Surprising Power trait. However, they still have to fulfill any other prerequisites to select the power.

### Extra Power Picks

If you like, you don't have to use all of a character's power picks on powers. Instead, you can trade them in for traits or even extra ability points on a one-for-one basis.

**Example:** *Spider-Man only uses 17 powers. This means that he can convert two of his power picks into ability points or traits.*

Note that basic powers don't belong to a power set and so don't count toward the total number of power sets chosen.

## Power Explanations

When picking a character's powers, keep the character's concept in mind. Some powers are going to fit naturally with it, and others might feel jarring. It's up to you to come up with a rationale for why a character with a particular origin can choose a specific power.

For example, many powers from the Spider-Powers set fit well with characters who have the weird science origin. However, a character with a high tech origin might have a pistol that fires webbing. Or they might have a helmet that tingles to warn them of danger, giving them the equivalent of Spider-Sense.

## Adding Some Color

While there are hundreds of powers included in this book, it's impossible to cover every power that every Marvel character has used in full depth, exploring every possibility for using it. One of the ways that we work around this is to offer up some more generic powers that can apply to a number of different characters.

For instance, there's a power set called Melee Weapons. This provides all sorts of ways to use common melee weapons in the game, from Daredevil's billy club to Wolverine's claws. If you're making a character of your own, be sure to add some color to the character's powers. Come up with specifics about what each power represents, and don't be afraid to add in fun things like your own sound effects.

Wolverine's claws go *snikt* when he pops them from the back of his hands. If your character has claws, are they retractable like that, or are they always out? If they're retractable, do they make a sound effect when they pop out? When they go back in?

Similarly, when Nightcrawler teleports, it goes *bamf*, and it smells like sulfur. This is because he actually pops in and out of a place called the Brimstone Dimension. If your character can teleport, does it make a noise too? A puff of wind? A flash of light?

As another example, some people with Spider-Powers fire their webbing from a device, which means that the power is tied to the Tech Reliance trait. Others have that power inherently, firing the webbing from their wrists. Does your character have access to all of their powers inherently, or do they rely on gadgets for some of them? If so, what do they look and sound like? Do they require supplies or batteries?

You can make your character however you like, but adding little colorful bits like this can help separate them from the crowd. That makes them feel unique—more like *your* hero.

## Special Training

Characters of nearly any origin can pick any basic powers they like. Most characters can also choose powers from any power set they like, although there are some notable exceptions. These are listed in the descriptions of the origins.

However, characters who have *only* the Special Training origin are a special case. They are restricted to picking powers only from the following power sets:

- Martial Arts
- Melee Weapons
- Ranged Weapons
- Shield Bearer
- Tactics

They can also choose basic powers a regular human could reasonably have. See the Basic powers list on page 80.

# POWER SETS

Many powers are grouped together thematically into power sets. In many power sets, a character must first have lesser powers to be able to select bigger powers. These prerequisites are listed in parentheses after the power names in the power set lists on pages 74-78. Note that for numbered sequence powers, like Shield 1-4, taking a power requires taking the one before it in sequence, even if it's not stated in the parentheses.

The power sets are:

- Elemental Control
- Illusion
- Magic
  - Chaotic
  - Cursed
  - Sorcerous
- Martial Arts
- Melee Weapons
- Omniversal Travel
  - Dimensional
  - Multiversal
  - Time
- Phasing
- Plasticity
- Power Control
- Ranged Weapons
- Resize
- Shield Bearer
- Spider-Powers
- Super-Speed
- Super-Strength
- Tactics
- Telekinesis
- Telepathy
- Teleportation
- Weather Control

Each of these are described in detail below.

## Elemental Control

When a character selects an Elemental Control power, they must select the type of element their power uses, as shown in the list below. Most characters stick to a single type of element, but this is not required.

Each type of element has its own special effect associated with it that's triggered by Fantastic successes on checks made with that power. The special effects are as follows:

- **Air:** Target is knocked prone for one round.
- **Earth:** Target moves at half speed for one round.
- **Electricity:** Stuns target for one round.
- **Energy:** Blinds target for one round.
- **Fire:** Sets target ablaze.

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- **Force:** Target has trouble on all actions for one round.
- **Hellfire:** Splits damage equally between Health and Focus.
- **Ice:** Paralyzes target for one round.
- **Iron:** Pins target for one round.
- **Sound:** Deafens target for one round.
- **Water:** Surprises target until the end of the next round.

The character's power produces or locates each of these elements as necessary.

*Force* is an invisible but hard material, the sort of thing a force-field is made from.

*Hellfire* is a demonic form of fire. Only characters with the Cursed tag can use it.

The power to control *iron* is actually the power to control magnetism—which requires a solid element (iron) to affect.

*Energy*, in this case, serves as a catchall term for all kinds of energy. This can be any sort of powerful energy, from Cyclops' eye-beams to Dazzler's displays to the energy that Captain Marvel (Carol Danvers) fires.

We use the generic elemental terms in the rulebook for clarity, but you don't have to be bound by such restrictions. When referring to these powers in the game or on your character sheet, you can substitute in your chosen element for the word *Elemental*. You can even change it to other words that fit the character better. Just make sure that the Narrator knows what you mean.

**Example:** *Iceman calls his use of Elemental Form his Ice Form. Cyclops has the power Elemental Blast. He could call this his Energy Blast, although since he fires his blasts from his eyes, he calls this his Optic Blast instead.*

## Illusion

When a character casts an illusion, the player should describe the illusion in detail. What does it look like? If it makes sound, what does it sound like? If it can move, how does it move?

Most characters believe in the illusions they witness. If they have a reason to, they can try to disbelieve an illusion. This requires a Logic check made against the Ego defense of the character who created the illusion. If the check succeeds, the character sees through the illusion. If they communicate this to others, those characters get an edge on any Logic check to see through the illusion as well. On a Fantastic success on any such Logic check, the illusion ends.

The Illusion power set also includes things like invisibility and other powers that hamper or block the senses. You can't disbelieve such things. However, you can still attack things in the dark or things that are invisible—as long as you have any indication that there's something there. Characters that attempt to do so have trouble on their attack checks.

Invisible characters have an edge on Agility checks to sneak past people, and enemies have trouble on Vigilance checks to perceive them. It's even harder to spot things that are invisible but aren't moving. Characters must be actively trying to do so to be able to make a Vigilance check.

## Magic

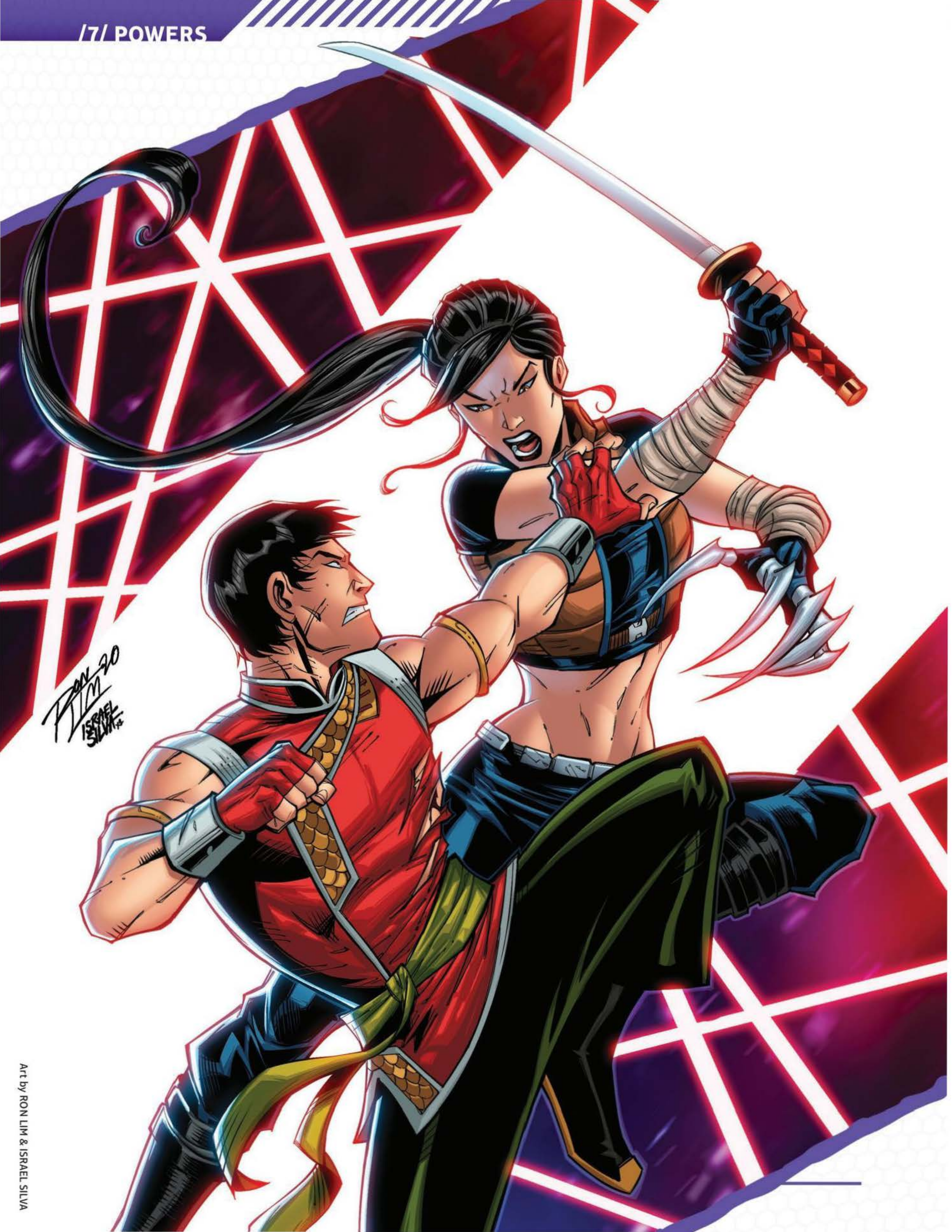
Magic is a complex power set with all sorts of wild powers in it. Players and Narrators should be careful with such powers, as they can be easier to abuse than others. Remember that no matter what the rules might say, all players should try to play in the spirit of the game.

Magic powers generally rely on Ego for their checks, so if you're building a character that focuses on this power set, be sure to put some points into the Ego ability too.

There are four basic types of magic:

**Chaos Magic:** To use this, a character must have the Chaotic tag. These powers arise from some kind of contact with the dark lord Chthon, and they can be unpredictable. In times of incredible emotional distress, they can be enough to change the world. Such universe-altering powers aren't covered in this book, though, as they should be as rare as they are powerful.

The Scarlet Witch is the best-known user of Chaos Magic, although there are others who manage it as well.


RON LIM 20
ISRAEL SILVA

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**Demonic Magic:** To use this, a character must have the Cursed tag. These powers arise from a relationship with demons and other dark figures. Most users of Demonic Magic are tormented by their powers and have complicated feelings about them. The various Ghost Riders are good examples of such characters.

**Sorcery:** To use this, a character must have the Sorcerous tag. This means that they've spent time studying this sort of magic and understand its underlying principles. Many of the powers listed here are actually well-known and battle-tested spells that many sorcerers wield.

Doctor Strange and Wong are some of the best-known sorcerers around.

**Ritual Magic:** This sort of magic is not covered in this book, as the topic is far too broad. It includes the kinds of spells that take hours, if not days, to cast, and they often involve the use of special ingredients and rare and powerful tomes. Most characters would not encounter such things on a daily basis—not even Doctor Strange as the Sorcerer Supreme—but they can be the basis of important adventures.

Such tomes are more like powerful artifacts on their own than simple spell books. A good example of this would be the legendary *Darkhold*, an indestructible book in which Chthon inscribed his works.

Most magic-based powers fall under Chaos Magic, Demonic Magic or Sorcery. However, it's possible for a character with the Magic origin to pick other powers with the idea that they are provided to the character by magic.

## Martial Arts

The Martial Arts power set covers all sorts of unarmed combat. There are plenty of different disciplines that could be named here—kung fu, karate, tae kwon do, jiu-jitsu and such—so the powers are meant to be more about the results of various moves rather than the actual techniques.

This is one of the power sets that anyone can use, including those with the Special Training origin, so powers from it crop up often. If you have a character with extra powers to pick, this is an excellent place to improve their combat abilities without warping their character concept by adding in powers that don't match up well.

## Melee Weapons

The Melee Weapons power set covers different ways to use all sorts of weapons employed in hand-to-hand combat. Note that the weapons themselves can affect the attacks they make, but this is covered in Chapter 4. This power set is about how those weapons get used.

When a character selects a Melee Weapons power, they get a melee weapon to use with it. In addition, they must select the type of weapon their power uses—either *blunt* or *sharp*—as shown below. Most characters stick to a single type of weapon, but feel free to mix and match.

Each type of weapon has its own special effect associated with it that's triggered by Fantastic successes on checks made with that power:

- **Blunt:** Target is stunned for one round.
- **Sharp:** Target is bleeding.

In general, sharp weapons have blades, points or other vicious tips or edges. Blunt weapons do not.

Again, this is a power set that is open to anyone, including characters with the Special Training origin. Many heroes don't use weapons of any kind, but doing so can add a bit of flair to the character and help distinguish them from others.

Imagine Wolverine without his claws. His weapons play a big part in defining him as a character.

While a shield can be used as a blunt weapon, there's a whole power set—Shield Bearer—dedicated to that particular bit of equipment. If you want your character to use a shield, look there too.

## Omniversal Travel

There are three different types of Omniversal Travel incorporated into the power set. They all allow a character to move between different dimensions, but the key difference comes down to which dimensions the character has access to.

If the character wants to move through space in a single dimension, they should look to the Teleportation power set instead.

**Dimensional:** These powers allow the character to move between dimensions that are attached to their current universe. This can include places like Limbo, Beyond and the Negative Zone.

While it's true that some fundamental dimensions connect to multiple universes, when a character travels to one of these dimensions with these powers, they return to their own universe, not one of the others in the Multiverse. If they want to jump to a different universe, they should have multiversal powers instead.

**Multiversal:** These powers permit the character to travel between different universes—from, say, Earth-616 to Earth-65. These are usually universes that are closely aligned with Earth-616. They might differ in details—even vitally important ones—but the way the universes work generally remains the same.

If the character wishes to move into different dimensions attached to one of these universes, they should have dimensional powers instead.

**Time:** Traveling through time is technically a multiversal-travel power, as it moves people from their universe to one that looks like it but is set at a different time. Traveling into the future moves the character into a possible future, and the farther out that future is, the less certain it is. Traveling ten years into the future, for instance, allows for lots of points of substantial divergence, while traveling ten seconds into the future usually does not.

Players and Narrators should be extremely cautious with all of these powers, but especially with time-travel powers. They are ripe for abuse by both the unethical and the well-intentioned. Without care, characters can find themselves trapped in a time or place that differs fundamentally from the one they wished to be in.

Characters are not allowed to time-travel to a previous time in a battle, as doing so at such a crucial juncture would transport them into an alternate universe instead.

At the Narrator's discretion, characters that abuse their time-travel powers can expect a visit from the Time Variance Authority, Kang the Conqueror or any number of other powerful time-travelers who don't appreciate someone mucking around with the timeline. Those who fail to mend their ways can expect such visits to be anything but friendly.

## Phasing

Phasing powers are for characters that can walk through things like a ghost. Kate Pryde is the archetypal example of this. However, it also works for the Vision when he lowers his body's density. When he increases his density, that's the equivalent of taking levels of Sturdy instead.

You can use phasing powers to replicate other sorts of intangibility. They would work well for ghosts, for instance.

## Plasticity

While the Plasticity power set seems tailor-made for stretchy characters like Mister Fantastic, it also works for characters of any type who are able to contort, stretch or reshape their forms. This includes characters like Ms. Marvel (Kamala Khan) and Groot.

Many characters with Plasticity powers also take the Disguise power—a basic power—as their flexibility allows them to alter their finer features as well as their bodies.

## Power Control

The Power Control power set is essentially a collection of meta-powers: powers that affect other powers. Characters that rely on this power set work best with a decent-sized team of other super-powered characters whose powers they can amplify or borrow.

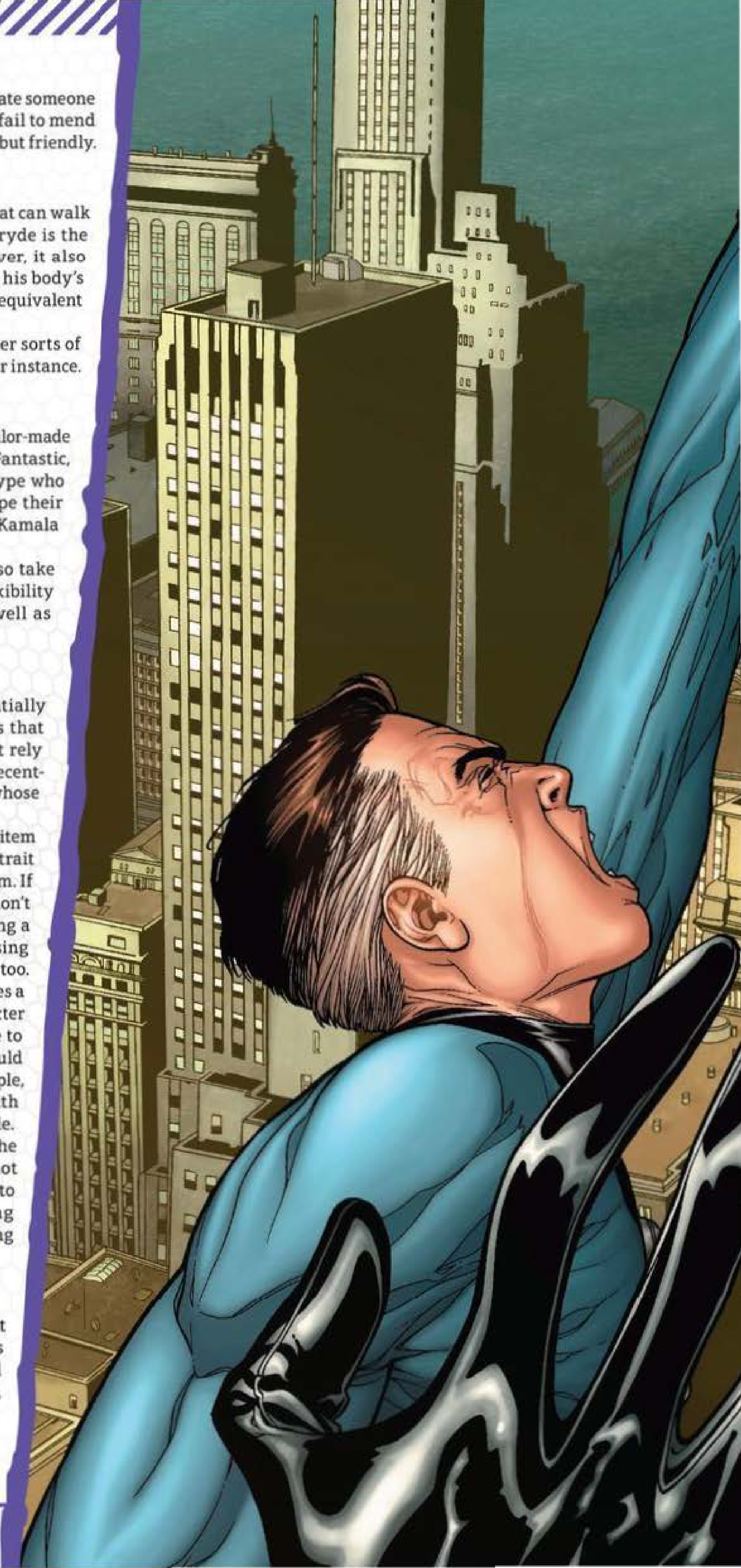
For a character to be able to use or affect an item that belongs to someone else (a power, ability, trait and so on), they have to first know about the item. If they've seen it in action, that's enough. They don't need to have seen it in person, though. Watching a video of the target who has the original item using it—or even hearing or reading about it—works too.

If a particular power to be duplicated requires a higher rank than the character's rank, the character must make a Challenging Ego check to be able to use it. They have trouble for every rank they would need to meet the rank requirement. For example, if they are Rank 2 and wish to copy a power with a Rank 4 prerequisite, they have double trouble.

This power set can be tricky for players. The character can sometimes feel like they're not terribly unique, as they must rely on access to other characters. They're great for building redundancy into a team, though, and for amping up powers for climactic moments.

## Ranged Weapons

The Ranged Weapons power set covers all sorts of different things that characters can do with ranged weapons. This applies to firearms, obviously, but also to archery, thrown knives and other means of ranged attacks. When using



Art by Steve McNiven, Mark Morales & Morry Hollowell

this power set, the character should try to choose powers that fit well with their chosen weaponry, whatever it might happen to be.

Those who select any power from this set get at least one ranged weapon to use with it. They can focus on using one kind of ranged weapon or switch it up as they like.

This is a power set that anyone can use, including those with the Special Training origin. Note that few Marvel heroes use lethal ranged weapons, as heroes abhor killing. However, many villains make of use this power set, particularly low-rank hirelings.

## Resize

The Resize power set allows characters to grow and shrink dramatically at will. The most common way for this to happen in the Marvel Multiverse is by use of Pym Particles, named after the scientist who discovered and developed them: Hank Pym (Ant-Man, Goliath, Yellowjacket and so on). When using Pym Particles to shrink, a character's extra mass is displaced into a pocket dimension. Because of this, the character retains many of the same qualities they have at their full size, like their strength and durability.

Pym Particles are usually stored and dispensed to the character via a mask or kit, which gives them the Tech Reliance trait. However, after repeated exposure to Pym Particles the bodies of some characters begin to produce them spontaneously, removing that trait. When creating a character, you can pick which way you'd like to go, but higher-rank characters are more likely to go without the Tech Reliance trait than lower-rank ones.

The Resize Effects table shows which powers it takes to achieve various sizes. It also shows the modifier to the character's Melee and Agility defenses at that size, the damage multiplier the character gets to add to their Melee attacks at that size, and the effect their size has on many other things.

The defense modifier can also be applied to other checks where size makes a difference, like someone trying to spot the character while they're sneaking or hiding. If the character is tiny size, for example, they add the +3 defense modifier to their Agility defense when people try to spot them.

Damage multiplier bonuses from size **do not stack** with other damage multiplier bonuses. Apply the biggest modifier instead.

For simplicity's sake, don't worry about resized characters' relative sizes, like a gigantic-size character versus a miniature-size character. Just apply their regular defense modifiers and damage multipliers as listed.

**Example:** *Ant-Man shrinks from average size to miniature size, making him about as tall as a miniature on a gaming table. He adds +4 to his Melee and Agility defenses.*

Apply a character's size multiplier to their reach, the number of spaces they occupy, their speed and their throwing ranges (as shown on the Objects & Sizes table at the end of Chapter 4). A character that is little-size or smaller doesn't occupy a full space. Because of that, they can share a space with other creatures. In fact, if they want to make a close attack, they must be in the same space with their target, as they cannot reach outside of it.

The number of spaces a character occupies is the length in spaces on each side of the cube they occupy. A huge-size character, for instance, occupies a cube that is 5 spaces on a side. Characters can come in different proportions, of course, and the Narrator should make adjustments for ones that are longer, taller and so on.

### RESIZE EFFECTS

| Power | Size | Height | Defense Modifier | Damage Multiplier | Size Multiplier |
|---|---|---|---|---|---|
| **Shrink 4** | Microscopic | ¼ inch | +5 | — | 0 |
| **Shrink 3** | Miniature | 1 inch | +4 | — | 0 |
| **Shrink 2** | Tiny | 4 inches | +3 | — | 0 |
| **Shrink 1** | Little | 1.5 feet | +2 | — | ¼ |
| **Grow 1** | Huge | 24 feet | −2 | +2 | 5 |
| **Grow 2** | Gigantic | 100 feet | −3 | +4 | 20 |
| **Grow 3** | Titanic | 400 feet | −4 | +6 | 80 |
| **Grow 4** | Gargantuan | 1,600 feet | −5 | +8 | 320 |

**Example:** *Ant-Man changes to little size. His reach is now (1×¼, rounded down =) 0 spaces, which means he can only reach things in the same space as him. He normally occupies 1 space, so that's down to 0 as well.*

*His Run Speed is normally 5, but it's now (5×¼, rounded down =) 1 space. His range for throwing something three or more steps smaller than him is normally 20, but now it's (20×¼=) 5 spaces.*

**Example:** *Giant-Man grows to gigantic size. His reach is now (1×20=) 20 spaces, and he occupies a cube that's 20 spaces on a side as well.*

*His Run Speed is normally 5, but it's now (5×20=) 100 spaces. He picks up and throws an airliner, which is the same size as him. For an average-size person throwing something their own size, the range is 5 spaces. For Giant-Man throwing that airliner, it's (5×20=) 100 spaces.*

## Shield Bearer

This is a power set that anyone can use, including characters with the Special Training origin. However, this isn't too common, as the Shield Bearer power set is clearly meant for Captain America—in almost all of the character's different varieties. Other characters have used similar shields, though, ranging from U.S.Agent to Taskmaster.

Those who select any power from this set get a shield to use with it. When selecting this power set, take some time to describe the shield the character uses. What shape is it? What color or colors? Does it have a design or some kind of symbol on it? If so, what do those things mean?

The shield should be iconic, something that others can use to identify the character immediately. However, it's possible that the character isn't entirely aware of all of the shield's symbolism—which a crafty Narrator might be able to make use of later.

## Spider-Powers

The Spider-Powers power set is meant for characters like Spider-Man (in all his variations) and related spider-type characters. If the character would likely be part of the next Spider-Verse event, then they should probably have some of these powers.

Note that few characters have all of the powers in this set. There are lots of them, and that gives room for plenty of variation even among spiderlike characters.

Webbing appears as a part of many of these powers. **Breaking free from webbing requires a Melee check (target number 20)**. Characters paralyzed by webbing can try to break it as a reaction right after being paralyzed by it—assuming they still have a reaction left that round.

## Super-Speed

The Super-Speed power set is meant for speedsters like Quicksilver, but other characters can make use of it too. Players and Narrators should take care with this power set, as it can easily become overpowered. A more realistic version of many of the powers might allow such characters to finish battles before they started.

## Super-Strength

Super-strength is a fairly common kind of power among super heroes. That's why the Mighty powers—which represent raw strength—aren't part of this power set but are instead basic powers. The Super-Strength power set is more about the kinds of things that characters can pull off when they have amazing strength, so if you want your character to be able to manage these things, be sure to line up some of those Mighty powers too.

## Tactics

The Tactics power set is less about super-powers and more about having the ability to lead people who have such powers. Characters that focus on this power set are best off leading a decent-sized team of super heroes, as that's when their leadership skills can really shine. They might not be the ones who land the winning blows, but they are often the ones who help set it up.

This is a power set that any character can have, even those with the Special Training origin. If you want such a character to shine, picking a few of these powers can help make them feel like an integral part of the team.

## Telekinesis

Telekinesis is one of the two power sets that relies on Logic. The other is Telepathy, just below. With it, the character uses the power of their mind to physically affect things in the world.

This is related—although not identical—to how characters manipulate things with Elemental Control. That is an effort of will (Ego), though, and telekinesis (sometimes abbreviated as TK) is an effort of the mind (Logic).

## Telepathy

Telepathy is one of the two power sets that relies on Logic. The other is Telekinesis, right above. With it, the character uses their mind to affect the minds of those around them. They can read thoughts, wipe memories and more.

To see through a telepathic mirage of any kind requires a Logic check made against the Logic defense of the character who created the mirage. If the check succeeds, the character sees through the mirage. If they communicate this to others affected by the mirage, those characters get an edge on any Logic check to see through the mirage as well. On a Fantastic success on any such Logic check, the mirage ends.

While all heroes need to pay attention to acting ethically, that's even more important with a character who uses Telepathy. It's far too easy to use it to do awful and invasive things, even for admirable ends.

## Teleportation

Whereas Omniversal Travel moves characters between universes, dimensions and even time, Teleportation moves them from place to place instead. This can gain the character quick entry to places that are normally shut off to others, so their players must take care with them.

Conversely, Narrators must take teleportation into account when designing encounters. When a character can simply

Art by Greg Land & Jay Leisten

teleport past physical fortifications, there should be other means to keep them from stampeding wherever they wish. The main deterrent, of course, is that characters that teleport blindly into places run the risk of teleporting into solid matter, which can be painful and potentially fatal.

### Weather Control

Many of the power sets are directly useful in combat, but that's not generally so with Weather Control. While it can help with such things, this power set is more about establishing credentials and affecting things on a larger scale than a single skirmish.

This power set requires Ego to manipulate things, so be sure to focus on that with the character's abilities as well. Keep in mind also that Weather Control matches up well with Elemental Control powers that affect air and lightning.

## BASIC POWERS

Powers that don't have a listed power set are called basic powers. These don't count against the number of power sets a character can pick from. Any character with powers can select and use them freely.

## EXAMPLES

If you're having a hard time coming up with a character of your own, remember that this book is packed with dozens of ready-to-use character profiles too. You can take them and play those characters exactly as they are, or you can riff on them and create your own variant.

Variants of existing characters don't even have to change their abilities, labels or powers at all. You can alter them in ways that affect their histories and identities rather than their statistics. Maybe they're from a different part of the world or of a different gender. Maybe they're younger or older. Maybe they're guilty of some things or innocent of others.

In any case, each and every one of the profiles in this book can serve as an example of how you could create your own character. Don't worry that your new hero doesn't come with over 80 years of history behind them or that they haven't appeared in comics, films or video games. They're your character—your own creation—and that makes them more important in your game than anyone else.

## ELEMENTAL CONTROL

- Elemental Barrage *(Elemental Blast, Rank 4)*
- Elemental Barrier *(Elemental Blast, Rank 2)*
- Elemental Blast *(Elemental Burst, Rank 2)*
- Elemental Burst
- Elemental Form *(Elemental Reinforcement, Rank 3)*
- Elemental Grab *(Elemental Burst, Rank 2)*
- Elemental Infusion *(Elemental Burst, Rank 2)*
- Elemental Prison *(Elemental Protection 1)*
- Elemental Protection 1–4 *(Elemental Barrier, Ranks vary)*
- Elemental Push *(Elemental Burst, Rank 3)*
- Elemental Reinforcement *(Elemental Protection 1)*
- Elemental Ricochet *(Elemental Burst, Rank 3)*
- Elemental Sphere *(Elemental Protection 1)*
- Elemental Suffocation *(Elemental Grab, Rank 4)*
- Supernova *(Elemental Blast, Rank 4)*

## ILLUSION

- Animated Illusion *(Static Illusion, Rank 2)*
- Darkness *(Illumination, Rank 2)*
- Dazzle *(Illumination, Rank 2)*
- Deafen *(Illumination, Rank 2)*
- Extend Invisibility *(Invisibility)*
- Flare *(Illumination, Rank 3)*
- Grand Illusion *(Animated Illusion, Rank 3)*
- Group Invisibility *(Extend Invisibility, Rank 4)*
- Illumination
- Invisibility *(Rank 2)*
- Mirror Images *(Animated Illusion, Rank 3)*
- Silence Area *(Illumination, Rank 2)*
- Silence Self *(Illumination, Rank 2)*
- Static Illusion *(Illumination)*

## MAGIC (NO SET)

- Astral Form *(Rank 2)*
- Brain Drain *(Rank 2)*
- Exorcism *(Rank 4)*
- Leech Life *(Rank 2)*
- Sense Supernatural

## MAGIC (CHAOS SET)

- Hex Bolt *(Chaotic, Rank 2)*
- Jinx *(Chaotic, Rank 2)*
- Powerful Hex *(Chaotic, Rank 2)*
- Probability-Manipulation Hex *(Chaotic, Rank 3)*
- Protection Hex *(Chaotic, Rank 3)*

## MAGIC (DEMONIC SET)

- Hellfire Chains *(Cursed, Rank 2)*
- Penance Stare *(Cursed)*
- Possess Vehicle *(Cursed, Rank 3)*
- Possession *(Cursed, Rank 5)*
- Sense Sins *(Cursed)*

## MAGIC (SORCERY SET)

- Bolts of Balthakk *(Sorcerous, Rank 2)*
- Crimson Bands of Cyttorak *(Sorcerous, Rank 3)*
- Dispel Spell *(Sorcerous, Rank 4)*
- Flames of the Faltine *(Sorcerous, Rank 2)*
- Icy Tendrils of Ikthalon *(Sorcerous, Rank 2)*
- Images of Ikonn *(Sorcerous, Rank 2)*
- Mists of Morpheus *(Sorcerous, Rank 3)*
- Mists of Munnopor *(Sorcerous, Rank 2)*
- Shield of the Seraphim *(Sorcerous, Rank 3)*
- Summon Portal *(Sorcerous, Rank 4)*
- Vapors of Valtorr *(Sorcerous, Rank 3)*
- Winds of Watoomb *(Sorcerous, Rank 2)*

## MARTIAL ARTS

Always Ready *(Do This All Day, Rank 3)*
Attack Stance
Banging Heads
Brace for Impact *(Do This All Day, Rank 2)*
Chain Strikes *(Fast Strikes, Rank 2)*
Counterstrike Technique *(Attack Stance, Rank 2)*
Crushing Grip *(Rank 2)*
Defense Stance
Do This All Day *(Rank 2)*
Fast Strikes
Flying Double Kick *(Leg Sweep, Rank 3)*
Focused Strike *(Chain Strikes, Rank 3)*
Grappling Technique *(Rank 2)*
Leaping Leglock *(Flying Double Kick, Crushing Grip, Rank 4)*
Leg Sweep *(Fast Strikes, Rank 2)*
Regain Focus *(Unflappable Poise, Untouchable Position, Rank 4)*
Reverse-Momentum Throw *(Defense Stance, Rank 2)*
Spin & Throw *(Grappling Technique, Rank 2)*
Unflappable Poise *(Defense Stance, Rank 3)*
Untouchable Position *(Counterstrike Technique, Rank 3)*

## MELEE WEAPONS

Exploit *(Vicious Attack, Rank 2)*
Fast Attacks
Focused Fury *(Exploit, Rank 3)*
Furious Attacks *(Whirling Frenzy, Rank 3)*
Hit & Run
Riposte
Unstoppable Assault *(Furious Attacks, Focused Fury, Rank 4)*
Vicious Attack
Whirling Frenzy *(Fast Attacks, Rank 2)*

## OMNIVERSAL TRAVEL (DIMENSIONAL)

Dimensional Portal *(Dimensional Travel Together, Rank 4)*
Dimensional Travel *(Rank 3)*
Dimensional Travel Other *(Dimensional Travel, Rank 4)*
Dimensional Travel Together *(Dimensional Travel, Rank 3)*

## OMNIVERSAL TRAVEL (MULTIVERSAL)

Multiversal Portal *(Multiversal Travel Together, Rank 4)*
Multiversal Travel *(Rank 3)*
Multiversal Travel Other *(Multiversal Travel, Rank 4)*
Multiversal Travel Together *(Multiversal Travel, Rank 3)*

## OMNIVERSAL TRAVEL (TIME )

Instant Replay *(Rank 3)*
Time-Out *(Instant Replay, Rank 4)*
Time-Out Bubble *(Time-Out, Rank 4)*
Time-Out Tag *(Time-Out, Rank 4)*
Time Portal *(Time Travel Together, Rank 4)*
Time Travel *(Rank 3)*
Time Travel Other *(Time Travel, Rank 4)*
Time Travel Together *(Time Travel, Rank 3)*

## PLASTICITY

Body Sheet *(Flexible Bones 2, Extended Reach 2, Rank 4)*
Body Sphere *(Body Sheet, Rank 4)*
Bounce Back *(Flexible Bones 1, Slip Free, Rank 2)*
Coiling Crush *(Extended Reach 1, Reverse Punch, Rank 3)*
Extended Reach 1–2 *(Ranks vary)*
Flexible Bones 1–2 *(Ranks vary)*
Flexible Fingers
Reverse Punch *(Flexible Bones 1, Rank 2)*
Rubberneck *(Flexible Bones 1, Extended Reach 1)*
Slip Free
Stilt Steps *(Extended Reach 1, Rank 2)*

## PHASING

- Disrupt Electronics *(Phase Self, Rank 2)*
- Disrupt Nerves *(Phase Self, Rank 2)*
- Disrupt Person *(Phase Self, Rank 3)*
- Partial Phase *(Phase Self, Rank 2)*
- Phase Object *(Phase Self, Rank 2)*
- Phase Other *(Phase Self, Rank 3)*
- Phase Self
- Phase Walk *(Phase Self, Rank 2)*
- Quick Phase *(Phase Self, Rank 2)*

## POWER CONTROL

- Boost Powers *(Bump Power, Rank 4)*
- Bump Power *(Rank 2)*
- Clone Moves *(Rank 2)*
- Clone Powers *(Copy Power, Rank 4)*
- Copy Ability
- Copy Power *(Rank 2)*
- Copy Trait
- Dampen Power
- Shut Down Powers *(Dampen Power, Rank 4)*
- Steal Powers *(Clone Powers, Shut Down Powers, Rank 4)*
- Swipe Power *(Copy Power, Dampen Power, Rank 3)*

## RANGED WEAPONS

- Covering Fire *(Return Fire, Rank 3)*
- Dance of Death *(Slow-Motion Shoot-Dodge, Rank 3)*
- Double Tap
- Fast Hands *(Point-Blank Parry, Rank 3)*
- Headshot *(Stopping Power, Rank 3)*
- Kill Zone *(Covering Fire, Headshot, Rank 4)*
- Orchestra of Overkill *(Dance of Death, Fast Hands, Rank 4)*
- Point-Blank Parry *(Rank 2)*
- Return Fire *(Suppressive Fire, Rank 2)*
- Slow-Motion Shoot-Dodge *(Slow-Motion Dodge, Weapons Blazing, Rank 3)*
- Snap Shooting
- Sniping *(Rank 2)*
- Stopping Power *(Double Tap, Rank 2)*
- Suppressive Fire
- Weapons Blazing *(Snap Shooting)*

## RESIZE

- Grow 1–4
- Growing Attack *(Grow 1, Rank 2)*
- Macrodimensional Travel *(Grow 4, Rank 4)*
- Microdimensional Travel *(Shrink 4, Rank 4)*
- Resize Object *(Grow 2/Shrink 2, Rank 3)*
- Resize Other *(Grow 2/Shrink 2, Rank 3)*
- Shrink 1–4
- Shrinking Dodge *(Shrink 1, Rank 2)*

Art by David Marquez & Justin Ponsor

## SHIELD BEARER

- Brace for Impact *(Do This All Day, Rank 2)*
- Do This All Day *(Rank 2)*
- Hurled Shield Bash *(Shield Bash, Rank 2)*
- Hurled Shield Block *(Shield 1, Rank 2)*
- Hurled Shield Deflection *(Shield Deflection, Rank 2)*
- Immovable
- Rico-Shield *(Hurled Shield Bash, Rank 3)*
- Shield 1–4 *(Ranks vary)*
- Shield Bash
- Shield Deflection
- Shield Wall *(Brace for Impact, Rank 3)*

## SPIDER-POWERS

- Jump 1–3 *(Ranks vary)*
- Spider-Dodge
- Spider-Pheromones
- Spider-Sense
- Spider-Strike
- Venom Blast
- Wallcrawling
- Webcasting
- Webgliding *(Webcasting, Rank 2)*
- Webgrabbing *(Webcasting, Rank 2)*
- Webslinging *(Webcasting, Rank 2)*
- Webtrapping *(Webgrabbing, Rank 3)*

## SUPER-SPEED

- Blazing-Fast Fists *(Rank 2)*
- Blur *(Speed Run 2, Rank 2)*
- Catch Bullets *(Speed Run 2, Rank 3)*
- Lightning Actions *(Rank 4)*
- Molecular Destabilization *(Speed Run 2, Rank 4)*
- Run on Water *(Speed Run 2, Rank 3)*
- Speed Blast *(Speed Run 2, Rank 2)*
- Speed Run 1–2 *(Ranks vary)*
- Speed Swim *(Rank 2)*

## SUPER-STRENGTH

- Banging Heads
- Clobber
- Crushing Grip *(Rank 2)*
- Ground-Shaking Stomp *(Smash, Rank 3)*
- Immovable
- Jump 1–3 *(Ranks vary)*
- Quick Toss *(Crushing Grip, Mighty 1, Rank 3)*
- Smash *(Clobber, Rank 2)*
- Unrelenting Smash *(Ground-Shaking Stomp, Mighty 2, Rank 4)*

## TACTICS

- Advance *(Rally on Me, Scatter, Rank 4)*
- Battle Plan *(Inspiration, Rank 2)*
- Change of Plans *(Inspiration, Rank 2)*
- Combat Support *(Change of Plans, Rank 3)*
- Focus Fire *(Battle Plan, Rank 3)*
- Hit the Dirt *(Keep Moving, Rank 2)*
- Keep Moving
- On Your Feet *(Keep Moving, Rank 2)*
- Operations Center *(Combat Support, Focus Fire, Rank 4)*
- Rally on Me *(On Your Feet, Rank 3)*
- Scatter *(Hit the Dirt, Rank 3)*

## TELEKINESIS

- Group Levitation *(Levitation, Rank 2)*
- Levitation
- Telekinetic Attack *(Telekinetic Manipulation, Rank 2)*
- Telekinetic Barrier *(Telekinetic Grab, Rank 2)*
- Telekinetic Crush *(Telekinetic Grab, Rank 3)*
- Telekinetic Grab *(Telekinetic Manipulation, Rank 2)*
- Telekinetic Manipulation
- Telekinetic Protection 1–4 *(Telekinetic Barrier, Ranks vary)*
- Telekinetic Reinforcement *(Telekinetic Protection 1)*
- Telekinetic Sphere *(Telekinetic Protection 1)*
- Telekinetic Toss *(Telekinetic Grab, Rank 3)*

## TELEPATHY

- Animal Bond
- Animal Communication
- Astral Form *(Rank 2)*
- Borrow Senses *(Telepathic Link, Rank 2)*
- Cloak *(Telepathic Link, Rank 2)*
- Cloak Group *(Cloak, Rank 3)*
- Command *(Telepathic Link, Rank 2)*
- Domination *(Orders, Rank 5)*
- Edit Memory *(Memory Blip, Rank 4)*
- ESP
- Fool *(Telepathic Link, Rank 2)*
- Grand Fool *(Fool, Rank 3)*
- Grand Mirage *(Mirage, Rank 4)*
- Information Upload *(Telepathic Link, Rank 2)*
- Machine Telepathy
- Memory Blip *(Telepathic Link, Rank 2)*
- Mental Punch
- Mental Shelter *(Uncanny 1, Rank 3)*
- Mind Interrogation *(Mind Reading, Rank 2)*
- Mind Reading *(Telepathic Link)*
- Mirage *(Telepathic Link, Rank 3)*
- Orders *(Command, Rank 4)*
- Telepathic Blast *(Telepathic Link, Rank 2)*
- Telepathic Link
- Telepathic Network *(Telepathic Link, Rank 2)*
- Telepathic Possession *(Orders, Rank 5)*

## TELEPORTATION

- Blink
- Blink Barrage *(Blink, Rank 2)*
- Blink Defense *(Blink, Rank 3)*
- Teleport 1–2 *(Blink)*
- Teleport Blind *(Teleport 1, Rank 3)*
- Teleport Object *(Teleport 1, Rank 3)*
- Teleport Other *(Teleport 2, Rank 4)*
- Teleport Together *(Teleport 1, Rank 3)*
- Teleportal *(Teleport 1, Rank 4)*

## WEATHER CONTROL

- Control Fog
- Control Weather 1–4 *(Ranks vary)*
- Thunder
- Weather Chill
- Weather Warm

## BASIC POWERS

- Accuracy 1–4 *(Ranks vary)**
- Additional Limbs
- Anger *(Mighty 3, Rank 4)*
- Brawling*
- Brilliance 1–4 *(Ranks vary)**
- Combat Trickery *(Rank 2)**
- Discipline 1–4 *(Ranks vary)**
- Disguise*
- Energy Absorption *(Rank 4)*
- Environmental Protection
- Evasion*
- Flight 1–2 *(Ranks vary)*
- Group Flight *(Flight 1, Rank 2)*
- Healing Factor
- Heightened Senses 1–2
- Iconic Weapon*
- Inspiration*
- Integrity*
- Mighty 1–4 *(Ranks vary)**
- Reinforced Skeleton
- Shape-Shift *(Disguise, Rank 3)*
- Slow-Motion Dodge*
- Sturdy 1–4 *(Ranks vary)**
- Uncanny 1–4 *(Ranks vary)**
- Wisdom
- Wisecracker

**These powers can be used by characters with the Special Training origin. For powers with numbers after them, they can have them up to 2.*

# POWERS

Each power description features a number of elements. They include:

- **Power Set:** The power set the power belongs to. If it's a basic power, it says "None" here.
- **Prerequisites:** A list of any powers, traits, rank or anything else (beyond the power set) the character must have to use this power.
- **Action:** The kind of action the character can spend to use this power: standard, movement or reaction.
- **Trigger:** If this power uses a reaction, this describes what could trigger the reaction.
- **Duration:** How long the power lasts.
- **Range:** If there's a range to the power, it's listed here.
- **Cost:** If there's a cost to the power (often in Focus), it's listed here.
- **Effect:** What the power does.

If an element is not necessary, it usually does not appear.

## Numbered Powers

Some powers are followed by a number, like Mighty 1. That's because you can upgrade that power to Mighty 2, Mighty 3 and so on.

Higher-numbered powers generally replace their lower-numbered versions entirely. Their effects do not stack. If there is a Focus cost associated with a numbered power, though, a character can voluntarily use a lower-numbered version of their power with that cost instead of their full version of the power.

## Power Durations

Power durations come in five standard types:

- **Permanent:** The power is always active and costs no Focus to use.
- **Instant:** The power requires an action to use, and the effect takes place instantly.
- **One round:** The power requires an action to use, and the effect lasts until the start of the character's next turn (or the end of the next round at the latest).
- **Concentration:** The power requires an action to use, and the effect lasts (with no action cost) until the character's concentration is broken or willingly ended.

## Breaking Concentration

A character can concentrate on one power at a time for every rank they have. These must be separate powers. You cannot concentrate on the same power more than once.

**Example:** *The Invisible Woman is Rank 4, so she can concentrate on up to four powers that require concentration at a time.*

A character can voluntarily end concentration at any time, without using an action.

Things that can break a character's concentration include:

- Becoming unconscious.
- Becoming demoralized.
- Being stunned, knocked back or knocked prone.
- Being blinded, if the power requires line of sight.
- Being deafened, if the power requires hearing a target.
- Being paralyzed, if the power requires a Melee or Agility check.

## Spending Focus

Some powers require or permit a character to spend Focus. A character cannot spend more Focus at once than five times their rank.

**Example:** *Spider-Man is Rank 4. He can spend up to (4 x 5=) 20 Focus at once.*

Additionally, a character cannot voluntarily spend so much Focus that doing so would reduce them to less than 1 Focus.

## Stacking Effects

Powers and other effects that increase or reduce damage **do not stack**. In other words, they do not add their effects to each other. Instead, the strongest one has an effect while the others function as backups.

The same goes for any power-based adjustments made to the speed of any of a character's movement modes. These **do not stack**. When calculating the new speed for a particular movement mode, use the character's regular speed to calculate any power-based increases separately and then use the highest of those results.

**Example:** *Wolverine has the Reinforced Skeleton power, which reduces the damage multiplier for attacks against his Health by 1. He steps into a suit of Iron Man armor, which has the Sturdy 2 power—which reduces the damage multiplier by 2. Only the Sturdy 2 has an effect. If the armor is destroyed, Wolverine still has his Reinforced Skeleton, which then takes effect.*

# POWER DESCRIPTIONS

## Accuracy 1

*The character is an ace with ranged attacks.*

**Power Set:** None
**Prerequisites:** None
**Duration:** Permanent
**Effect:** The character adds +1 to their Agility damage multiplier, and they gain a +1 bonus to Agility checks other than attacks.

## Accuracy 2

*The character is a sharpshooter.*

**Power Set:** None
**Prerequisites:** Accuracy 1, Rank 2
**Duration:** Permanent
**Effect:** The character adds +2 to their Agility damage multiplier, and they gain a +2 bonus to Agility checks other than attacks.

## Accuracy 3

*The character could hit a fly at one hundred paces.*

**Power Set:** None
**Prerequisites:** Accuracy 2, Rank 3
**Duration:** Permanent
**Effect:** The character adds +3 to their Agility damage multiplier, and they gain a +3 bonus to Agility checks other than attacks.

## Accuracy 4

*The character can out-target almost anyone.*

**Power Set:** None
**Prerequisites:** Accuracy 3, Rank 4
**Duration:** Permanent
**Effect:** The character adds +4 to their Agility damage multiplier, and they gain a +4 bonus to Agility checks other than attacks.

## Additional Limbs

*The character has extra limbs that can grab objects and attack foes.*

**Power Set:** None
**Prerequisites:** None
**Duration:** Permanent
**Effect:** The character has an additional prehensile appendage (like a tail) or a symmetrical pair of them (like arms) that can be used to lift objects, use tools or otherwise take actions that normally require the use of a hand. This grants them an edge in Melee and Agility checks.

A character can have as many additional limbs as they like—within reason—but they get no additional advantages for them.

## Advance

*The character can advance their allies on the battlefield.*

**Power Set:** Tactics
**Prerequisites:** Rally on Me, Scatter, Rank 4
**Action:** Reaction
**Trigger:** The character (or an ally in line of sight) stuns or defeats an enemy.
**Duration:** 1 round
**Cost:** 15 Focus
**Effect:** Any allies in earshot can be affected, up to a number equal to the character's Ego defense. Each affected ally can immediately use a free movement action to move toward the enemy that triggered the reaction.

## Always Ready

*The character is prepared to fight.*

**Power Set:** Martial Arts
**Prerequisites:** Do This All Day, Rank 3
**Duration:** Permanent
**Effect:** The character gains one additional reaction per round, which can be used only to activate a Martial Arts power.

## Anger

*You won't like them when they're angry.*

**Power Set:** None
**Prerequisites:** Mighty 3, Rank 4
**Action:** Standard or reaction
**Trigger:** The character is harmed by an attack.
**Duration:** Concentration
**Cost:** 10 or more Focus
**Effect:** The character becomes angry and uses that anger to increase their strength. For every 10 points of Focus they spend, they add +15 to their Melee damage bonus and lose –2 from their Logic—and subsequently their Logic defense. While using this power, they cannot use any other powers that require concentration.

## Animal Bond

*The character can communicate with an animal friend.*

**Power Set:** Telepathy
**Prerequisites:** None
**Action:** Standard
**Duration:** Concentration
**Effect:** The character can communicate telepathically with one animal of their choice, and they must have befriended the animal before. They cannot switch to another animal unless the animal dies, but they can select this power multiple times if desired.

The communication can be verbal, visual or even more complex, such as imparting location information. There is no limit to the distance of the communication, as long as the character and the animal are in the same dimension.

Animals with a telepathic bond are generally willing to communicate, even if they aren't friendly. Bonded animals often do whatever the character asks, even if it might put them in danger.

## Animal Communication

*The character can communicate with a type of animal.*

**Power Set:** Telepathy
**Prerequisites:** None
**Action:** Standard
**Duration:** Concentration
**Effect:** The character can communicate telepathically with one taxonomic order of animals, such as birds, mammals, fish, amphibians and so on. They can call out to them as a group up to 500 spaces per rank away, and they can communicate specifically with ones they have met or at least seen.

They cannot switch to another taxonomic order, but they can select this power multiple times if desired.

The communication with the animals can be verbal, visual or even more complex, such as imparting location information. There is no limit to the distance of the communication, as long as the character and the animals are in the same dimension.

Friendly animals often do whatever the character asks, as long as it doesn't put them in danger—and they may be willing to risk even that for one they consider a friend. Hostile animals simply ignore all such requests—which make them a poor choice for communication.

## Animated Illusion

*By manipulating visual light, the character creates a moving hologram.*

**Power Set:** Illusion
**Prerequisites:** Static Illusion, Rank 2
**Action:** Standard
**Duration:** Concentration
**Cost:** 5 Focus
**Effect:** The character creates a visual-only illusion anywhere in line of sight, within 50 spaces. The illusion can be anything up to four sizes larger than the character, and it can move freely within its limits. The character breaks concentration if they move beyond 50 spaces from the illusion or lose line of sight to it.

## Astral Form

*The character can enter the Astral Plane.*

**Power Set:** Magic, Telepathy
**Prerequisites:** Sorcerous, Rank 2
**Action:** Standard
**Duration:** Concentration
**Cost:** 5 Focus
**Effect:** The character can project an avatar into the Astral Plane, leaving their physical body in a deep trance in the real world, where it is vulnerable to attack. While in the Astral Plane, they can interact with other characters in the Astral Plane, but they are intangible, invisible and generally undetectable in the real world. However, they can sense things in the real world. If the character is Rank 4 or higher, they can also take on a transparent form that can be seen in the real world.

While in the Astral Plane, the character can fly, and in combat, their Flight Speed is equal to their rank times their Run Speed. Outside of combat, they can move 10 times as fast.

## Attack Stance

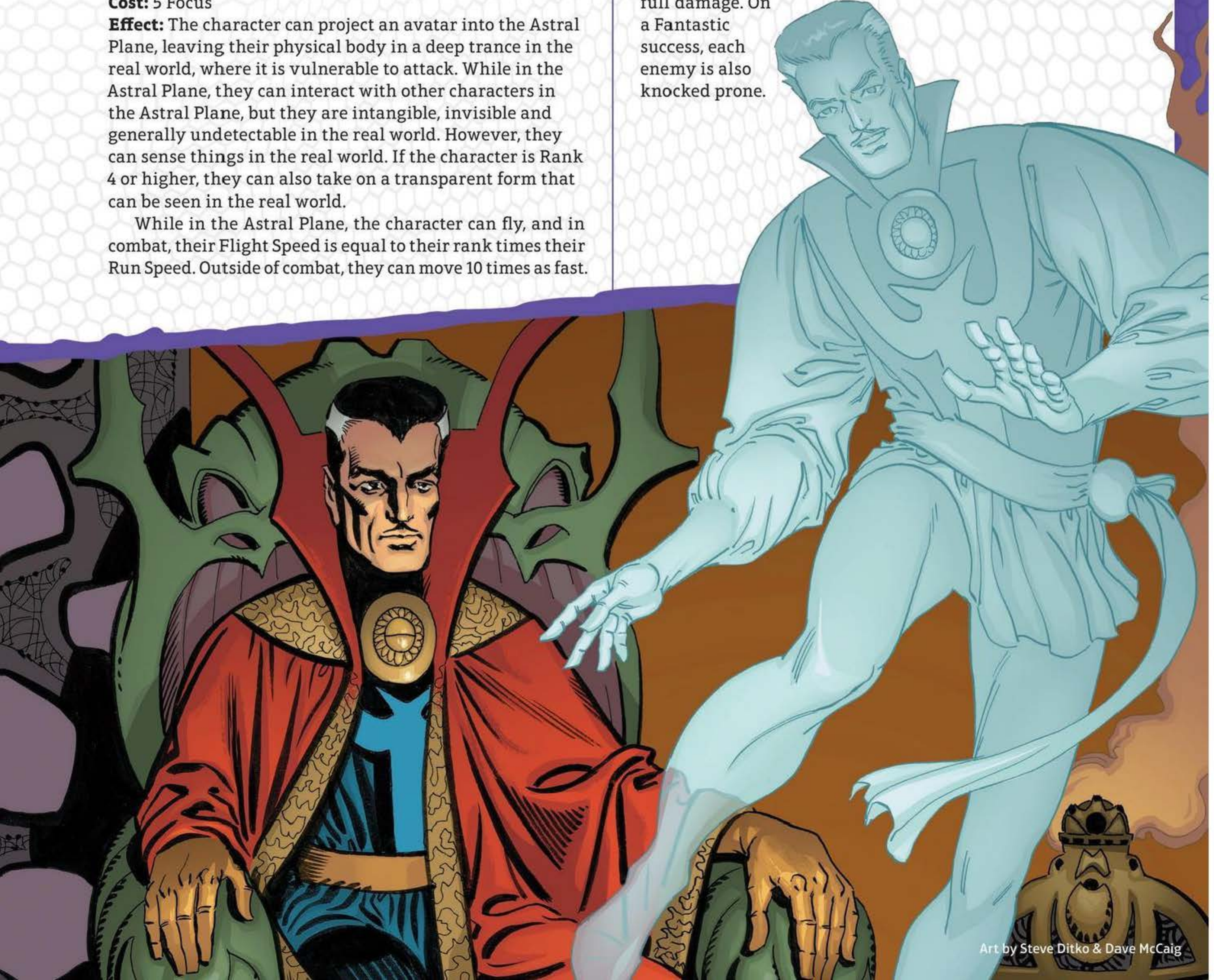
*The character enters an aggressive attack stance, ready to strike in any direction.*

**Power Set:** Martial Arts
**Prerequisites:** None
**Action:** Standard
**Duration:** Concentration
**Effect:** The character doubles their Melee ability bonus to damage.

## Banging Heads

*The character takes two nearby enemies and slams their heads into each other.*

**Power Set:** Martial Arts, Super-Strength
**Prerequisites:** None
**Action:** Standard
**Duration:** Instant
**Effect:** The character makes one Melee check against the Melee defense scores of two enemies within reach. If the attack fails against either foe, it fails entirely. If the attack is a success against both foes, each enemy takes full damage. On a Fantastic success, each enemy is also knocked prone.



Art by Steve Ditko & Dave McCaig

## Battle Plan

*The character always has a plan.*

**Power Set:** Tactics
**Prerequisites:** Inspiration, Rank 2
**Action:** Standard
**Duration:** 1 round
**Cost:** 10 Focus
**Effect:** The character inspires one or more allies of their choice in earshot, up to the character's Vigilance. Inspired allies gain an edge on all action checks until the start of the character's next turn.

## Blazing-Fast Fists

*The character can attack superfast.*

**Power Set:** Super-Speed
**Prerequisites:** Rank 2
**Duration:** Permanent
**Effect:** The character has an edge on all Melee attacks.

## Blink

*The character teleports a short distance away.*

**Power Set:** Teleportation
**Prerequisites:** None
**Action:** Standard, movement or reaction
**Trigger:** The character is attacked.
**Duration:** Instant
**Effect:** The character teleports into a clear space they can see or have been to, up to their rank in spaces away. If someone was about to attack them and they are now out of reach or line of sight, the attack automatically fails. If they are still within reach or line of sight, the attack has trouble instead.

## Blink Barrage

*The character teleports rapidly around an opponent.*

**Power Set:** Teleportation
**Prerequisites:** Blink, Rank 2
**Action:** Standard or movement
**Duration:** Instant
**Cost:** 5 Focus
**Effect:** The character teleports several times in quick succession and winds up in a clear space they can see or have been to, up to their rank in spaces away. Any attacks have trouble against them for one round.

## Blink Defense

*The character teleports a short distance away.*

**Power Set:** Teleportation
**Prerequisites:** Blink, Rank 3
**Action:** Reaction
**Trigger:** The character or an ally within reach is the subject of a ranged attack.
**Duration:** Instant
**Cost:** 10 Focus
**Effect:** The character pops away just as the attack reaches them and then pops back into the same space, leaving the projectile behind. The character makes an Ego check with an edge against the attacker's Agility check result. On a success, the projectile from the attack is teleported away, someplace safe. On a Fantastic success, the attack is turned against the attacker, using the Ego check the character just made as the attack check.

## Blur

*The character moves like a blur!*

**Power Set:** Super-Speed
**Prerequisites:** Speed Run 2, Rank 2
**Action:** Standard or reaction
**Trigger:** The character is attacked.
**Duration:** 1 round
**Cost:** 5 Focus
**Effect:** Any attacks against the character have trouble.

## Body Sheet

*The character can flatten themselves like a sheet.*

**Power Set:** Plasticity
**Prerequisites:** Flexible Bones 2, Extended Reach 2, Rank 4
**Action:** Standard or reaction
**Trigger:** The character falls or is the target of an attack.

Art by Todd Nauck & Rachelle Rosenberg

**Duration:** Concentration
**Cost:** 15 Focus
**Effect:** The character gains Health Damage Reduction 3, but they cannot make attacks. They gain a Glide Speed equal to double their Run Speed.

## Body Sphere

*The character can form their body into a protective sphere.*

**Power Set:** Plasticity
**Prerequisites:** Body Sheet, Rank 4
**Action:** Standard or reaction
**Trigger:** The character or an ally is the target of an attack.
**Duration:** Concentration
**Cost:** 15 Focus
**Effect:** The character forms their body into a sphere, protecting up to one ally per rank, squeezed into the same space. Those inside the sphere gain Health Damage Reduction 3 against outside attacks, but they cannot move on their own until the character releases them.

Alternatively, if the attacker is within the character's reach, the character can make an Agility check against the target's Agility defense. On a success, the character envelops the attacker, grabbing them. On a Fantastic success, the character closes the sphere enough to pin the attacker too.

## Bolts of Balthakk

*The character fires enchanted bots of electricity from their fingers.*

**Power Set:** Magic
**Prerequisites:** Sorcerous, Rank 2
**Action:** Standard
**Duration:** Instant
**Range:** 20 spaces
**Cost:** 5 or more Focus
**Effect:** The character makes an Ego check with an edge against the Agility defense of a target in their line of sight. For this attack, add +1 to the character's Agility damage bonus for every 2 points of Focus they spend. On a success, an affected target takes that total damage. On a Fantastic success, an affected target takes double that total damage and is stunned for one round.

## Boost Powers

*The character turbocharges all of another character's powers!*

**Power Set:** Power Control
**Prerequisites:** Bump Power, Rank 4
**Action:** Standard
**Duration:** Concentration
**Cost:** 15 or more Focus
**Effect:** The character picks one character within 5 spaces and boosts all of their powers. If the powers have ranges or effective areas or durations, these are doubled. If the powers affect a damage multiplier, add 1 to the effects. Any effects that normally happen with a Fantastic successes automatically happen on any success, not just a Fantastic one.

If the target's powers have costs, the character must pay the highest of them or a minimum of 15 Focus.

## Borrow Senses

*The character can use another person's senses.*

**Power Set:** Telepathy
**Prerequisites:** Telepathic Link, Rank 2
**Action:** Standard
**Duration:** Concentration
**Cost:** 5 Focus
**Effect:** The character can use the full senses of someone or something with whom they have established a telepathic link or bond. While they do, they retain the use of their own senses too.

## Bounce Back

*The character bounces back from even the hardest falls.*

**Power Set:** Plasticity
**Prerequisites:** Flexible Bones 1, Slip Free, Rank 2
**Action:** Reaction
**Trigger:** The character takes damage from a fall or is knocked prone.
**Duration:** Instant
**Cost:** 5 Focus
**Effect:** The fall doesn't damage the character. If they are prone, they stand up. If they'd like, they can also jump a number of spaces, up to their Run Speed.

## Brace for Impact

*The character mentally toughens themselves for a fight.*

**Power Set:** Martial Arts, Shield Bearer
**Prerequisites:** Do This All Day, Rank 2
**Action:** Reaction
**Trigger:** An enemy deals physical damage to the character.
**Duration:** Instant
**Cost:** 5 or more Focus
**Effect:** For every point of Focus spent, the character can ignore 1 point of Health damage dealt by the attack.

## Brain Drain

*The character consumes the energies of another.*

**Power Set:** Magic
**Prerequisites:** Rank 2
**Action:** Reaction
**Trigger:** The target is grabbed.
**Duration:** Instant
**Cost:** 5 Focus
**Effect:** The character makes an Ego attack against the target's Vigilance. If it succeeds, the target takes regular Focus damage, and the character heals half that much Focus for themselves. On a Fantastic success, the character heals their full Focus damage instead.

## Brawling

*The character has the moves and is hard to hit.*

**Power Set:** None
**Prerequisites:** None
**Duration:** Permanent
**Effect:** The character can use their Melee defense score against Agility attacks too.

Art by R.B. Silva & Marte Gracia

### Brilliance 1

*The character puts their brain to work.*

**Power Set:** None
**Prerequisites:** None
**Duration:** Permanent
**Effect:** The character adds +1 to their Logic damage multiplier, and they gain a +1 bonus to Logic checks other than attacks.

### Brilliance 2

*Everything makes more sense to the character.*

**Power Set:** None
**Prerequisites:** Brilliance 1, Rank 2
**Duration:** Permanent
**Effect:** The character adds +2 to their Logic damage multiplier, and they gain a +2 bonus to Logic checks other than attacks.

### Brilliance 3

*Little can stop the character's mind.*

**Power Set:** None
**Prerequisites:** Brilliance 2, Rank 3
**Duration:** Permanent
**Effect:** The character adds +3 to their Logic damage multiplier, and they gain a +3 bonus to Logic checks other than attacks.

### Brilliance 4

*The character's intelligence is unparalleled.*

**Power Set:** None
**Prerequisites:** Brilliance 3, Rank 4
**Duration:** Permanent
**Effect:** The character adds +4 to their Logic damage multiplier, and they gain a +4 bonus to Logic checks other than attacks.

### Bump Power

*The character bumps up another character's power.*

**Power Set:** Power Control
**Prerequisites:** Rank 2
**Action:** Standard
**Duration:** Concentration
**Cost:** 5 or more Focus
**Effect:** The character picks one power from another character within 5 spaces and boosts it. If the power has ranges or effective areas or durations, these are doubled. If the power affects a damage multiplier, add 1 to the effect. Any effects that normally happen with a Fantastic success automatically happen on any success, not just a Fantastic one.

If the power has a cost, the character must pay it as well, with a minimum of 5 Focus.

## Catch Bullets

*The character is fast enough to catch bullets—safely!*

**Power Set:** Super-Speed
**Prerequisites:** Speed Run 2, Rank 3
**Action:** Reaction
**Trigger:** A ranged attack using physical projectiles (arrows, bullets and so on) is made against the character—or a character within their character's reach.
**Duration:** Instant
**Cost:** 10 Focus
**Effect:** The character makes an Agility check, using the attacker's attack result as the target number. If the character's check succeeds, the attack is nullified. On a Fantastic success, the character gets their reaction back.

## Chain Strikes

*The character unleashes a hail of strikes.*

**Power Set:** Martial Arts
**Prerequisites:** Fast Strikes, Rank 2
**Action:** Standard
**Duration:** Instant
**Cost:** 5 Focus
**Effect:** The character makes a close attack with an edge. If the attack is a success, the enemy takes regular damage. On a Fantastic success, the character can also make an additional Chain Strike.

## Change of Plans

*The character thinks of a better way.*

**Power Set:** Tactics
**Prerequisites:** Inspiration, Rank 2
**Action:** Reaction
**Trigger:** An ally has trouble on an action check.
**Duration:** 1 round
**Cost:** 5 Focus
**Effect:** The ally gains an edge on that action check.

## Cloak

*The character makes people believe they're not there.*

**Power Set:** Telepathy
**Prerequisites:** Telepathic Link, Rank 2
**Action:** Standard
**Cost:** 5 Focus
**Duration:** Concentration
**Effect:** The character uses a mirage to block their presence from the minds of people within 20 spaces per rank. Cameras (for instance) can still record them, but when people look in the character's direction, they see nothing there.

The target number for anyone trying to detect the character is the character's Logic defense.

## Cloak Group

*The character mentally hides themselves and their friends.*

**Power Set:** Telepathy
**Prerequisites:** Cloak, Rank 3
**Action:** Standard
**Duration:** Concentration
**Cost:** 10 Focus
**Effect:** Using a mirage, the character blocks their presence—and the presence of up to one other person per rank, within 10 spaces—from the minds of people within 20 spaces per rank. Cameras (for instance) can still record them, but when people look in the characters' direction, they see nothing there.

The target number for anyone trying to detect the character or the others protected is the character's Logic defense.

## Clobber

*The character pummels their foe with enough force to knock them flat.*

**Power Set:** Super-Strength
**Prerequisites:** None
**Action:** Standard
**Duration:** Instant
**Effect:** The character makes a close attack against an enemy. If the attack is a success, the enemy takes regular damage. On a Fantastic success, the enemy takes double damage and is knocked prone.

## Clone Moves

*The character duplicates another character's combat moves.*

**Power Set:** Power Control
**Prerequisites:** Rank 2
**Action:** Standard
**Duration:** Concentration
**Cost:** 5 or more Focus
**Effect:** The character picks another character within 10 spaces and in their line of sight and duplicates all their powers that could be selected with the Special Training origin. They can now use those powers as if they were always theirs. If the copied powers have costs, the character must pay the highest of them, or a minimum of 5 Focus.

When the character uses a copied power, they must pay any cost normally as well.

## Clone Powers

*The character duplicates all of another character's powers.*

**Power Set:** Power Control
**Prerequisites:** Copy Power, Rank 4
**Action:** Standard
**Duration:** Concentration
**Cost:** 15 or more Focus
**Effect:** The character picks another character within 10 spaces and duplicates all of their powers. They can now use those powers as if they were always theirs. If the target's powers have costs, the character must pay the highest of them, or a minimum of 15 Focus.

When the character uses a copied power, they must pay any cost normally as well.

## Coiling Crush

*The character wraps around a target and crushes it.*

**Power Set:** Plasticity
**Prerequisites:** Extended Reach 1, Reverse Punch, Rank 3
**Action:** Reaction

Art by Ed McGuinness, Mark Morales & David Curiel

**Trigger:** The character grabs an enemy.
**Duration:** Concentration
**Cost:** 10 Focus
**Effect:** The character makes a Melee attack. On a success, the enemy is paralyzed. On a Fantastic success, the enemy also takes regular damage. During the character's subsequent turns, they can spend their movement action to make a Melee check against the enemy's Resilience. If this succeeds, they inflict regular Health damage. On a Fantastic success, they do double damage instead.

During the paralyzed enemy's turn, they can make a Melee check against the character's Melee defense to break free.

## Combat Support

*The character gives a friend a hand.*

**Power Set:** Tactics
**Prerequisites:** Change of Plans, Rank 3
**Action:** Standard
**Duration:** 1 round
**Cost:** 10 Focus
**Effect:** Once per battle, the character chooses an ally in earshot. If the ally makes an action check before the start of the character's next turn, the ally automatically rolls a 1 on their Marvel die, and that die cannot be affected by trouble.

## Combat Trickery

*The character is a tricky one!*

**Power Set:** None
**Prerequisites:** Rank 2
**Action:** Reaction
**Trigger:** The character makes an attack.
**Duration:** Instant
**Cost:** 5 Focus
**Effect:** Once per battle, when the character is attacking targets of equal or higher rank, the character automatically rolls a 1 on their Marvel die, and that die cannot be affected by trouble. If the character is attacking multiple targets, all the targets must be of equal or higher rank.

## Command

*The character forces someone to follow an order.*

**Power Set:** Telepathy
**Prerequisites:** Telepathic Link, Rank 2
**Action:** Standard
**Duration:** 1 round
**Cost:** 5 Focus
**Effect:** The character gives an order to a target with whom they've established a Telepathic Link. The character makes a Logic check against the target's Logic defense. On a success, the target complies with the order. On a Fantastic success, the character gains an edge the next time they use this power against this same target.

The command must be something that can be completed in a single action. If it involves harming someone, the character has trouble on the check. If it would cause the target to harm themselves, the character has double trouble on the check.

## Control Fog

*The character can create or dispel a thick fog.*

**Power Set:** Weather Control
**Prerequisites:** None
**Action:** Standard
**Duration:** Concentration
**Effect:** The character creates a thick fog for up to 50 spaces per rank around them that blocks all line of sight beyond 10 spaces. They can also dispel any fog in a similar area.

## Control Weather 1

*The character can make it rain.*

**Power Set:** Weather Control
**Prerequisites:** Rank 2
**Action:** Standard
**Duration:** Concentration
**Effect:** It starts to rain in an area up to 5 miles across times the character's rank, centered on the character. All ranges are cut in half. Movement is not affected.

## Control Weather 2

*The character can make it storm.*

**Power Set:** Weather Control
**Prerequisites:** Control Weather 1, Rank 3
**Action:** Standard
**Duration:** Concentration
**Cost:** 10 Focus
**Effect:** It starts to storm in an area up to 5 miles across times the character's rank, centered on the character. All ranges and all speeds are cut in half.

## Control Weather 3

*The character creates a thunderstorm.*

**Power Set:** Weather Control
**Prerequisites:** Control Weather 2, Rank 4
**Action:** Standard
**Duration:** Concentration
**Cost:** 15 Focus
**Effect:** It starts to storm in an area up to 5 miles across times the character's rank, centered on the character. All ranges and all speeds are cut in half.

If the character also has the Elemental Blast (Electricity) power, they can use it as a reaction when attacked while this power is active.

## Control Weather 4

*The character generates a hurricane.*

**Power Set:** Weather Control
**Prerequisites:** Control Weather 3, Rank 5
**Action:** Standard
**Duration:** Concentration
**Cost:** 20 Focus
**Effect:** It starts to storm in an area up to 5 miles across times the character's rank, centered on the character. All ranges and all speeds are cut to one quarter normal, and flying is impossible.

If the character also has the Elemental Barrage (Electricity) power, they can use it as a reaction when attacked while this power is active.

## Copy Ability

*The character duplicates another character's ability.*

**Power Set:** Power Control
**Prerequisites:** None
**Action:** Standard
**Duration:** Concentration
**Effect:** The character picks one ability score of another character within 10 spaces and duplicates it. They now use that ability score in place of their own.

## Copy Power

*The character duplicates another character's power.*

**Power Set:** Power Control
**Prerequisites:** Rank 2
**Action:** Standard
**Duration:** Concentration
**Cost:** 5 Focus
**Effect:** The character picks one power a target within 10 spaces has and duplicates it. They can now use it as if it was always theirs. When the character uses such a power, they must pay any cost normally as well.

## Copy Trait

*The character duplicates another character's trait.*

**Power Set:** Power Control
**Prerequisites:** None
**Action:** Standard
**Duration:** Concentration
**Effect:** The character picks one trait another character within 10 spaces has and duplicates it. They can now use it as if it was always theirs.

## Counterstrike Technique

*The character counters an enemy's strike with one of their own.*

**Power Set:** Martial Arts
**Prerequisites:** Attack Stance, Rank 2
**Action:** Reaction
**Trigger:** While Attack Stance is active, a close attack against the character does damage.
**Duration:** Instant
**Cost:** 5 Focus
**Effect:** The character deals half the attacker's regular damage to the attacker.

## Covering Fire

*The character covers an ally's attack.*

**Power Set:** Ranged Weapons
**Prerequisites:** Return Fire, Rank 3
**Action:** Reaction
**Trigger:** An ally within the character's line of sight begins its turn.
**Duration:** Instant
**Cost:** 10 Focus
**Effect:** The character makes an Agility attack against a target's Vigilance defense. If the attack is a success, apply Health Damage Reduction normally. The target takes any damage to their Focus. If it's a Fantastic success, the damage is doubled, and if the target takes any Focus damage, they are stunned for one round.

## Crimson Bands of Cyttorak

*The character unleashes red bands of magic that lash out to capture their target.*

**Power Set:** Magic
**Prerequisites:** Sorcerous, Rank 3
**Action:** Standard
**Duration:** Concentration
**Range:** 20
**Cost:** 10 Focus
**Effect:** The character makes an Ego check with an edge against the Melee defense of a target in their line of sight. If the attack is a success, the crimson bands paralyze the target. On a Fantastic success, the target can be pinned too. Breaking out of the crimson bands requires a Melee check with target number 20.

## Crushing Grip

*The character seizes an enemy and squeezes hard.*

**Power Set:** Martial Arts, Super-Strength
**Prerequisites:** Rank 2
**Action:** Reaction
**Trigger:** The target is grabbed.
**Duration:** Instant
**Cost:** 5 Focus
**Effect:** The character makes a Melee attack against the grabbed target's Resilience defense. If it's a success, the target takes regular damage. On a Fantastic success, the target takes double damage instead and is pinned.

## Dampen Power

*The character tamps down another character's power.*

**Power Set:** Power Control
**Prerequisites:** None
**Action:** Standard
**Duration:** Concentration
**Cost:** Varies
**Effect:** The character picks one power from another character within 20 spaces and makes an Ego attack against them. On a success, they tamp the power down. If the power has ranges or effective areas or durations, these are halved. If the power affects a damage multiplier, subtract 1 from the effect. The power can no longer enjoy Fantastic successes.

If the power has a Focus cost, the character must also pay that cost to dampen it.

## Dance of Death

*The character spins about, shooting at every enemy around them.*

**Power Set:** Ranged Weapons
**Prerequisites:** Slow-Motion Shoot-Dodge, Rank 3
**Action:** Standard
**Duration:** Instant

Art by Scott Kolins & Studio F

**Cost:** 10 Focus
**Effect:** The character makes an Agility check and compares that against the Agility defense of every enemy within 10 spaces and in their line of sight. Each success does half the regular damage. On a Fantastic success, each enemy takes full damage instead and is bleeding.

## Darkness

*The targets become shrouded in unnatural darkness.*

**Power Set:** Illusion
**Prerequisites:** Illumination, Rank 2
**Action:** Standard
**Duration:** Concentration
**Cost:** 5 Focus
**Effect:** An area up to 5 spaces wide per the character's rank—centered on anything the character wishes, within 50 spaces—is filled with inky darkness. Those inside it cannot see anything, and no lights work within it except those generated by powers. The character must remain within 50 spaces of the affected area to avoid breaking concentration.

## Dazzle

*The character blasts a blinding light into the face of their foe.*

**Power Set:** Illusion
**Prerequisites:** Illumination, Rank 2
**Action:** Standard
**Duration:** Instant
**Range:** 20 spaces
**Cost:** 5 Focus
**Effect:** The character makes an Ego check against an enemy in their line of sight and compares that against the target's Vigilance defense. If the attack is a success, the enemy is blinded for 1 turn. On a Fantastic success, it also inflicts regular damage.

Alternatively, the character can blind the victim with darkness.

## Deafen

*The character slaps silence into the target's ears.*

**Power Set:** Illusion
**Prerequisites:** Illumination, Rank 2
**Action:** Standard
**Duration:** Instant
**Range:** 20 spaces
**Cost:** 5 Focus
**Effect:** The character makes an Ego check against an enemy in their line of sight and compares that against the target's Vigilance defense. If the attack is a success, the enemy is deafened for one turn. On a Fantastic success, it also inflicts regular damage.

## Defense Stance

*The character enters a fluid defensive stance, hands poised to parry and counterattack.*

**Power Set:** Martial Arts
**Prerequisites:** None
**Action:** Standard
**Duration:** Concentration
**Effect:** Any close attacks made against the character have trouble until they are successfully attacked in this combat.

## Dimensional Portal

*The character opens a portal to another place.*

**Power Set:** Omniversal Travel
**Prerequisites:** Dimensional Travel Together, Rank 4
**Action:** Standard
**Duration:** Concentration
**Cost:** 15 Focus
**Effect:** The character opens a glowing portal in a space next to them that moves anything that enters it between that space and its destination, which forms a matched glowing portal in the other place. The other end of the portal must be in a clear space in another dimension that the character has been to. Anything can move through the portal in either direction until it is closed, which the character can do at will.

## Dimensional Travel

*The character moves from one dimension to another.*

**Power Set:** Omniversal Travel
**Prerequisites:** Rank 3
**Action:** Standard or movement
**Duration:** Instant
**Cost:** 10 Focus
**Effect:** The character instantly moves from their current dimension to another dimension within the same universe. For instance: from Earth to Asgard, Limbo or K'un-Lun. When they move to the other dimension, they can arrive in any place they've been to before. Otherwise, they arrive at the most common entrance to that dimension.

## Dimensional Travel Other

*The character sends someone to another dimension.*

**Power Set:** Omniversal Travel
**Prerequisites:** Dimensional Travel, Rank 4
**Action:** Standard, movement or reaction
**Trigger:** The target is grabbed.
**Duration:** Instant
**Cost:** 15 Focus
**Effect:** The character makes an Ego check against the Vigilance defense of a target they have grabbed. If the check is successful, the character can send the target to another dimension. The target can be sent to any location in that dimension that the character has been to before. Otherwise, the target arrives at the most common entrance to that dimension.

## Dimensional Travel Together

*The character brings someone with them to another dimension.*

**Power Set:** Omniversal Travel
**Prerequisites:** Dimensional Travel, Rank 3
**Action:** Standard, movement or reaction
**Trigger:** The target is grabbed.
**Duration:** Instant
**Cost:** 10 Focus
**Effect:** The character moves to a different dimension, taking any person they are touching with them. If the target does not wish to come along, the character must grab them first.

When they move to the other dimension, they can arrive in any place they've been to before. Otherwise, they arrive at the most common entrance to that dimension.

## Discipline 1

*The character works to hone their power.*

**Power Set:** None
**Prerequisites:** None
**Duration:** Permanent
**Effect:** The character adds +1 to their Ego damage multiplier, and they gain a +1 bonus to Ego checks other than attacks.

## Discipline 2

*The character is more in touch with their power than ever.*

**Power Set:** None
**Prerequisites:** Discipline 1, Rank 2
**Duration:** Permanent
**Effect:** The character adds +2 to their Ego damage multiplier, and they gain a +2 bonus to Ego checks other than attacks.

## Discipline 3

*Few can top the character's grasp on their power.*

**Power Set:** None
**Prerequisites:** Discipline 2, Rank 3
**Duration:** Permanent
**Effect:** The character adds +3 to their Ego damage multiplier, and they gain a +3 bonus to Ego checks other than attacks.

## Discipline 4

*The character has mastered their power.*

**Power Set:** None
**Prerequisites:** Discipline 3, Rank 4
**Duration:** Permanent
**Effect:** The character adds +4 to their Ego damage multiplier, and they gain a +4 bonus to Ego checks other than attacks.

## Disguise

*The character appears to be someone else.*

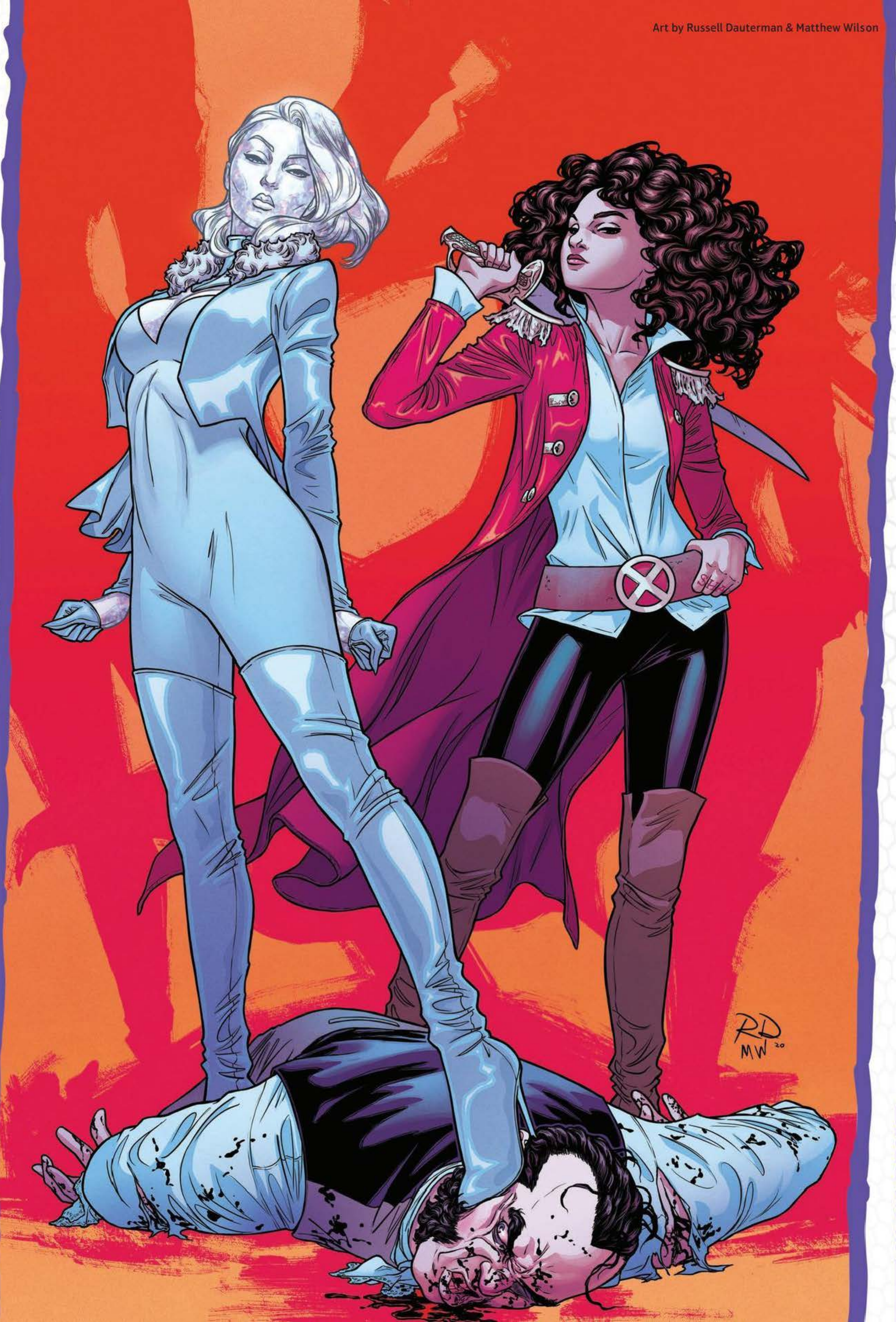
**Power Set:** None
**Prerequisites:** None
**Action:** Standard
**Duration:** Permanent
**Effect:** The character instantly alters their appearance so that they appear to be someone else. The target number for anyone trying to see through the disguise is the character's Ego defense. If the character is impersonating someone known to the other person, that person has an edge.

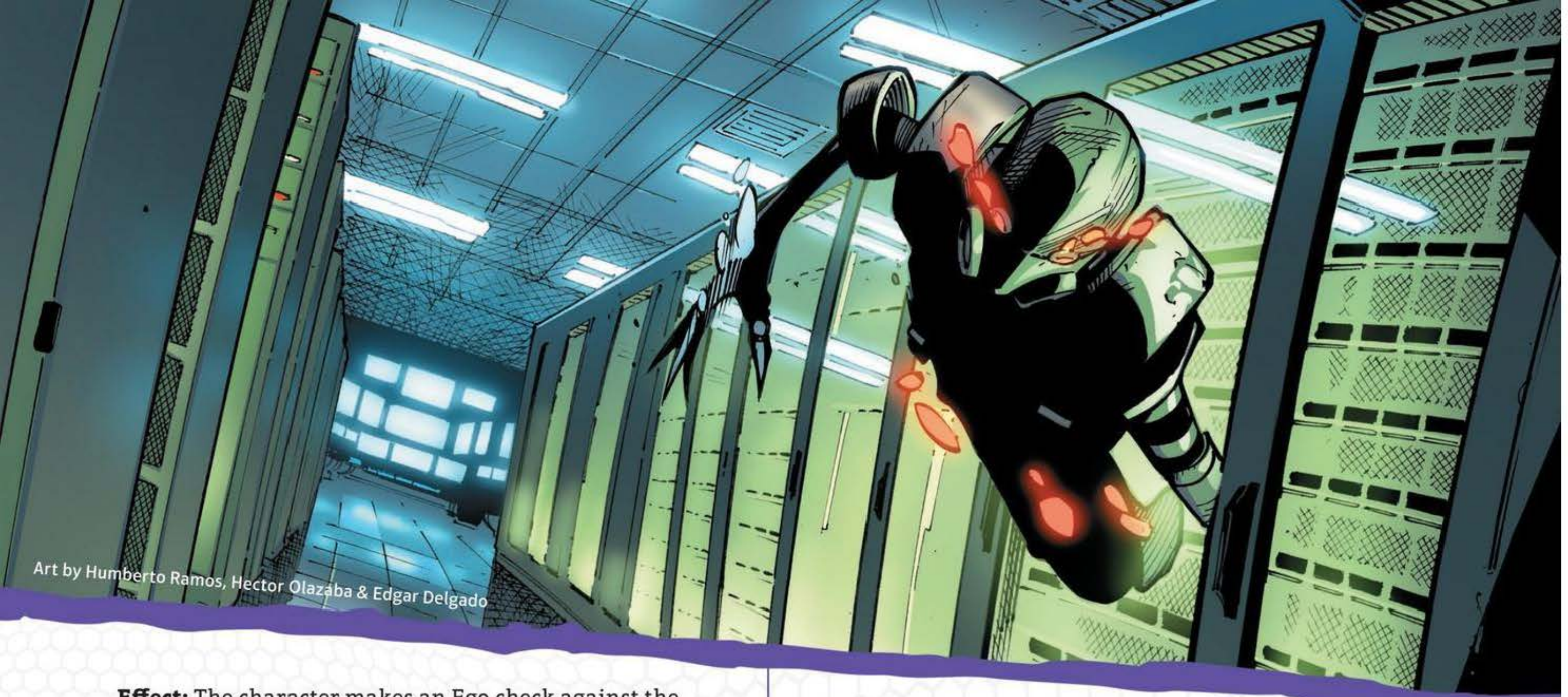
## Dispel Spell

*The character puts an end to a foe's magic.*

**Power Set:** Magic
**Prerequisites:** Sorcerous, Rank 4
**Action:** Standard
**Duration:** Instant
**Cost:** 15 Focus

Art by Russell Dauterman & Matthew Wilson




Art by Humberto Ramos, Hector Olazaba & Edgar Delgado

**Effect:** The character makes an Ego check against the Ego defense of a target using a magic power that requires concentration. On a success, the target's concentration on that power is broken. On a Fantastic success, the target's concentration is broken entirely.

## Disrupt Electronics

*The character can scramble electronics by moving through them.*

**Power Set:** Phasing
**Prerequisites:** Phase Self, Rank 2
**Action:** Standard
**Duration:** Instant
**Cost:** 5 Focus
**Effect:** When phasing through electronics, the character can scramble them, causing them to either shut down or crash. In the case of powers that are Tech Reliant (and feature electronics), they are unusable for one turn while they reboot.

## Disrupt Nerves

*The character can scramble someone's nervous system.*

**Power Set:** Phasing
**Prerequisites:** Phase Self, Rank 2
**Action:** Standard
**Duration:** Instant
**Cost:** 5 Focus
**Effect:** When phasing through a person, the character can attempt to scramble their nervous system. The character makes an Ego check against the target's Resilience defense. On a success, the target is stunned for one round. On a Fantastic success, the target also falls prone.

## Disrupt Person

*The character can hurt someone with their phasing powers.*

**Power Set:** Phasing
**Prerequisites:** Phase Self, Rank 3
**Action:** Standard
**Duration:** Instant
**Cost:** 10 Focus
**Effect:** The character becomes the slightest bit solid while phasing themselves or a phased weapon through someone. They make a close attack. On a success, the attack does normal damage, ignoring any Health Damage Reduction. On a Fantastic success, the attack does double damage instead, ignoring any Health Damage Reduction, and the target is stunned for one round.

## Do This All Day

*The character draws on their inner strength to heal themselves.*

**Power Set:** Martial Arts, Shield Bearer
**Prerequisites:** Rank 2
**Action:** Standard
**Duration:** Instant
**Cost:** 5 or more Focus
**Effect:** The character heals 2 points of Health for every point of Focus they spend.

## Domination

*The character forces someone to follow their orders—permanently.*

**Power Set:** Telepathy
**Prerequisites:** Orders, Rank 5
**Action:** Standard
**Duration:** Permanent
**Cost:** 20 Focus
**Effect:** The character dominates a target with whom they've established a Telepathic Link and who has no Focus left. The character makes a Logic check with trouble against the target's Logic defense. On a success, the target is completely dominated and will follow the character's orders. On a Fantastic success, the character gains an edge the next time they use this power against this same target.

The result of the character's check is the target number for any attempts by the target to end the domination. If any order involves harming someone, the target gets to make a Logic check to end the domination. If the target has the Heroic tag, they get an edge on the check.

If the order would cause the target to harm themselves, the target gets an edge on the check. If they have the Heroic tag, they get a double edge.

## Double Tap

*To be twice as sure.*

**Power Set:** Ranged Weapons
**Prerequisites:** None
**Action:** Standard
**Duration:** Instant
**Effect:** The character makes a ranged attack against an enemy within 2 spaces. If the attack is a success, the enemy takes regular damage. On a Fantastic success, the enemy takes double damage and is bleeding.

## Edit Memory

*The character alters someone's memory.*

**Power Set:** Telepathy
**Prerequisites:** Memory Blip, Rank 4
**Action:** Standard
**Duration:** Permanent
**Cost:** 15 Focus
**Effect:** The character alters the memory of a target with whom they've established a Telepathic Link. This can be as simple as erasing a chunk of the target's memory or as complicated as implanting entirely new memories. The Narrator sets the target number based on how complex the new memory is and how hard it would be to integrate such memories into the character's other memories.

The character makes a Logic check against the target's Logic defense. On a success, the memories are altered. On a Fantastic success, the target has trouble on checks to refute such memories in the future.

Any time the target is given good reason to doubt the edited memory, they can make a Logic check to refute the new version of their memories and recover their original memories. If they succeed, they remember both the original memory and the edited one. On a Fantastic success, they know for sure who did this to them.

## Elemental Barrage

*The character hurls a barrage of their element at their foes.*

**Power Set:** Elemental Control
**Prerequisites:** Elemental Blast, Rank 4
**Action:** Standard
**Duration:** Instant
**Cost:** 15 Focus
**Effect:** The character designates a space within their line of sight. The attack can affect every enemy within 10 spaces of that. The character makes a single Ego check and compares it to each target's Resilience defense. Affected enemies take half regular damage. On a Fantastic success, they take full regular damage and the elemental type's special effect.

## Elemental Barrier

*The character forms a wall of their element.*

**Power Set:** Elemental Control
**Prerequisites:** Elemental Blast, Rank 2
**Action:** Standard
**Duration:** Concentration
**Cost:** 5 Focus
**Effect:** The character forms a wall of their element within their line of sight and up to 10 spaces away per rank. This covers up to 2 spaces across (vertically/horizontally) per their rank. The character makes an Agility check and compares the results against the Agility defense of any target in the affected spaces. On a success, the character chooses which side of the barrier the target winds up on. On a failure, the target chooses. On a Fantastic success, the target suffers the element's special effect too.

Attacks against the barrier are against the character's Ego defense. Any attacks against it that do 10 points of damage or less are instantly absorbed, and the barrier continues. If an attack does more than 10 points of damage, it destroys the barrier. Either way, the attack leaves those behind the barrier unharmed.

## Elemental Blast

*The character blasts a foe with their element.*

**Power Set:** Elemental Control
**Prerequisites:** Elemental Burst, Rank 2
**Action:** Standard
**Duration:** Instant
**Range:** 10 spaces
**Cost:** 5 or more Focus
**Effect:** The character makes a ranged attack with an edge at an enemy in line of sight. For this attack, add +1 to the character's Agility damage bonus for every 2 points of Focus they spend. On a success, an affected target takes that total damage. On a Fantastic success, an affected target takes double that total damage and suffers the elemental type's special effect.

## Elemental Burst

*The character fires a burst of their element.*

**Power Set:** Elemental Control
**Prerequisites:** None
**Action:** Standard
**Duration:** Instant
**Range:** 10 spaces
**Effect:** The character makes a ranged attack against an enemy in line of sight. If the attack is a success, it inflicts regular damage. On a Fantastic success, the enemy takes double damage instead and the elemental type's special effect.

## Elemental Form

*The character's body is made of their element.*

**Power Set:** Elemental Control
**Prerequisites:** Elemental Reinforcement, Rank 3
**Duration:** Permanent
**Effect:** The character's body is made entirely of their element, which gives them a steady supply of their element to use and makes them essentially unkillable. When they lose all their Health, their form loses its cohesion and falls apart. When they have at least 1 Health—which they can gain back over time, normally—they can re-form.

If the character wishes to use their elemental body in unusual ways, they should pick Plasticity powers. If they wish to be able to be fully human at times, they should take the Shape-Shift power.

## Elemental Grab

*The character uses their element to snare a target.*

**Power Set:** Elemental Control
**Prerequisites:** Elemental Burst, Rank 2
**Action:** Standard
**Duration:** Concentration
**Range:** Varies
**Cost:** 5 Focus
**Effect:** The character makes an Ego attack against a target's Melee defense within 5 spaces times the character's rank. If the attack is a success, the character grabs the target with their element. On a Fantastic success, the target can also be pinned and suffers the element's special effect. Breaking free requires a successful Melee check against target number 20.

## Elemental Infusion

*The character infuses a weapon with their element.*

**Power Set:** Elemental Control
**Prerequisites:** Elemental Burst, Rank 2
**Action:** Standard
**Duration:** Concentration
**Cost:** 5 Focus
**Effect:** The character infuses their energy into a handheld weapon in their grasp. When the character gets a Fantastic success attacking with the weapon, add the energy's special effect.

## Elemental Prison

*The character can create a cage of their element.*

**Power Set:** Elemental Control
**Prerequisites:** Elemental Protection 1
**Action:** Standard
**Duration:** Concentration
**Cost:** Same as the character's Elemental Protection power
**Effect:** The character picks a point within their line of sight and traps any chosen targets within up to 5 spaces times their rank—in a prison comprised of their element. When the Elemental Prison is formed, the character makes an Ego check and compares the results against the Agility defense of targets inside the enclosed spaces. On each success, the character traps the target within the prison's perimeter. On a Fantastic success, such imprisoned people suffer full damage and the element's special effect too.

Attacks against the prison are against the character's Ego defense. Any attacks against the prison are absorbed as if made against the character's Elemental Protection power, and the prison continues. If an attack does more damage than the character's Elemental Protection power can sustain, it destroys the prison, but no one inside is harmed.

## Elemental Protection 1

*The character protects themselves with their element.*

**Power Set:** Elemental Control
**Prerequisites:** Elemental Barrier, Rank 2
**Action:** Standard or reaction
**Trigger:** The character is attacked or otherwise in danger.
**Duration:** Concentration
**Cost:** 5 Focus
**Effect:** The character protects themselves with their element. Any attacks against them that do 10 points of damage or less are instantly absorbed, and the protection continues. If an attack does more than 10 points of damage, it destroys the protection. Either way, the character remains unharmed.

## Elemental Protection 2

*The character's elemental protection is like armor.*

**Power Set:** Elemental Control
**Prerequisites:** Elemental Protection 1, Rank 3
**Action:** Standard or reaction
**Trigger:** The character is attacked or otherwise in danger.
**Duration:** Concentration
**Cost:** 10 Focus
**Effect:** The character protects themselves with their element. Any attacks against them that do 20 points of damage or less are instantly absorbed, and the protection continues. If an attack does more than 20 points of damage, it destroys the protection. Either way, the character remains unharmed.

## Elemental Protection 3

*The character's elemental protection is like a tank.*

**Power Set:** Elemental Control
**Prerequisites:** Elemental Protection 2, Rank 4
**Action:** Standard or reaction
**Trigger:** The character is attacked or otherwise in danger.
**Duration:** Concentration
**Cost:** 15 Focus
**Effect:** The character protects themselves with their element. Any attacks against them that do 30 points of damage or less are instantly absorbed, and the protection continues. If an attack does more than 30 points of damage, it destroys the protection. Either way, the character remains unharmed.

## Elemental Protection 4

*The character's elemental protection is like a fortress.*

**Power Set:** Elemental Control
**Prerequisites:** Elemental Protection 3, Rank 5
**Action:** Standard or reaction
**Trigger:** The character is attacked or otherwise in danger.
**Duration:** Concentration
**Cost:** 20 Focus
**Effect:** The character protects themselves with their element. Any attacks against them that do 40 points of damage or less are instantly absorbed, and the protection continues. If an attack does more than 40 points of damage, it destroys the protection. Either way, the character remains unharmed.

## Elemental Push

*The character can move a target with their element.*

**Power Set:** Elemental Control
**Prerequisites:** Elemental Burst, Rank 3
**Action:** Standard
**Duration:** Instant
**Cost:** 10 Focus
**Effect:** The character makes an Ego attack against the target's Agility defense. If the attack succeeds, the character can move the target in any direction, up to 1

space times the character's rank. On a Fantastic success, the target also takes regular damage, is knocked prone and suffers the element's special effect.

## Elemental Reinforcement

*The character reinforces their powers with their element.*

**Power Set:** Elemental Control
**Prerequisites:** Elemental Protection 1
**Action:** Reaction
**Trigger:** Damage gets through an elemental power
**Duration:** Instant
**Cost:** Varies
**Effect:** The character can transfer any Health damage that gets through an elemental power that grants damage protection to their Focus instead, leaving the protection intact.

## Elemental Ricochet

*The character bounces the burst off one foe and into another.*

**Power Set:** Elemental Control
**Prerequisites:** Elemental Burst, Rank 3
**Action:** Standard
**Duration:** Instant
**Range:** 10 spaces times the character's rank
**Cost:** 10 Focus
**Effect:** The character makes a ranged attack against a target in line of sight. If the attack is a success, it inflicts regular damage. On a Fantastic success, energy also bounces off the first target to another in line of sight, and the character can make a new attack against that target, adding the new range to the previous attack's range. This can be repeated until an attack is not fantastic.

## Elemental Sphere

*The character can create a protective sphere of their element.*

**Power Set:** Elemental Control
**Prerequisites:** Elemental Protection 1
**Action:** Standard or reaction
**Duration:** Concentration
**Cost:** Same as the character's Elemental Protection power
**Effect:** The character envelops themselves—and any chosen people within up to 5 spaces times their rank—in a protective sphere comprised of their element.

When the sphere is formed, the character makes an Ego check and compares the results against the Agility defense of unwanted characters in the enclosed spaces. On a success, the character can move any unwanted people within the sphere's perimeter to spaces outside of the sphere. On a Fantastic success, such moved people suffer full damage and the element's special effect.

Attacks against the sphere are against the character's Ego defense. Any attacks against the sphere are absorbed as if made against the character's Elemental Protection power, and the sphere continues. If an attack does more damage than the character's Elemental Protection power can sustain, it destroys the sphere, but no one inside is harmed.

## Elemental Suffocation

*The character envelops a target's head in an element.*

**Power Set:** Elemental Control
**Prerequisites:** Elemental Grab, Rank 4
**Action:** Standard or reaction
**Trigger:** The target is grabbed with Elemental Grab.
**Duration:** Instant
**Range:** Varies
**Cost:** 15 Focus
**Effect:** The character makes an Ego attack against the grabbed target's Resilience defense. If the attack is a success, the target takes regular damage. On a Fantastic success, the target can also be pinned and suffers the element's special effect.

With elements that aren't suited to suffocation, this power chokes the target instead.

## Energy Absorption

*The character turns damage into power.*

**Power Set:** None
**Prerequisites:** Rank 4
**Action:** Reaction
**Trigger:** The character takes Health damage.
**Duration:** Instant
**Cost:** 15 Focus
**Effect:** The character can take any Health damage done to them (after applying any damage reduction), ignore it and add that number to their Focus instead. In this way, they can increase their Focus up to double their regular maximum Focus.

Once the combat is over, any extra Focus over the character's regular maximum Focus score fades away.

Art by Carmen Carnero & Tamra Bonvillain

## Environmental Protection

*Environmental effects don't bother the character.*

**Power Set:** None
**Prerequisites:** None
**Duration:** Permanent
**Effect:** The character is not harmed by intense cold or heat, the pressure of the deep seas or the intense radiation and vacuum of space.

The player can choose any or all of these protections, as best fits with the character concept.

## ESP

*The character can sense the presence of others.*

**Power Set:** Telepathy
**Prerequisites:** None
**Action:** Standard
**Duration:** Concentration
**Effect:** The character can reach out with their mind to sense the presence of others within 100 spaces per rank. This tells them the person's location and general status. It can also identify if they have super-powers or not.

If a target or targets wish to remain undetected, the character must make a Logic check and compare it against each target's Vigilance defense. If they succeed, they sense the target. On a Fantastic success, they can also identify the source of any powers the target has.

## Evasion

*The character can dodge fists quickly.*

**Power Set:** None
**Prerequisites:** None
**Duration:** Permanent
**Effect:** The character can use their Agility defense score against Melee attacks too.

## Exorcism

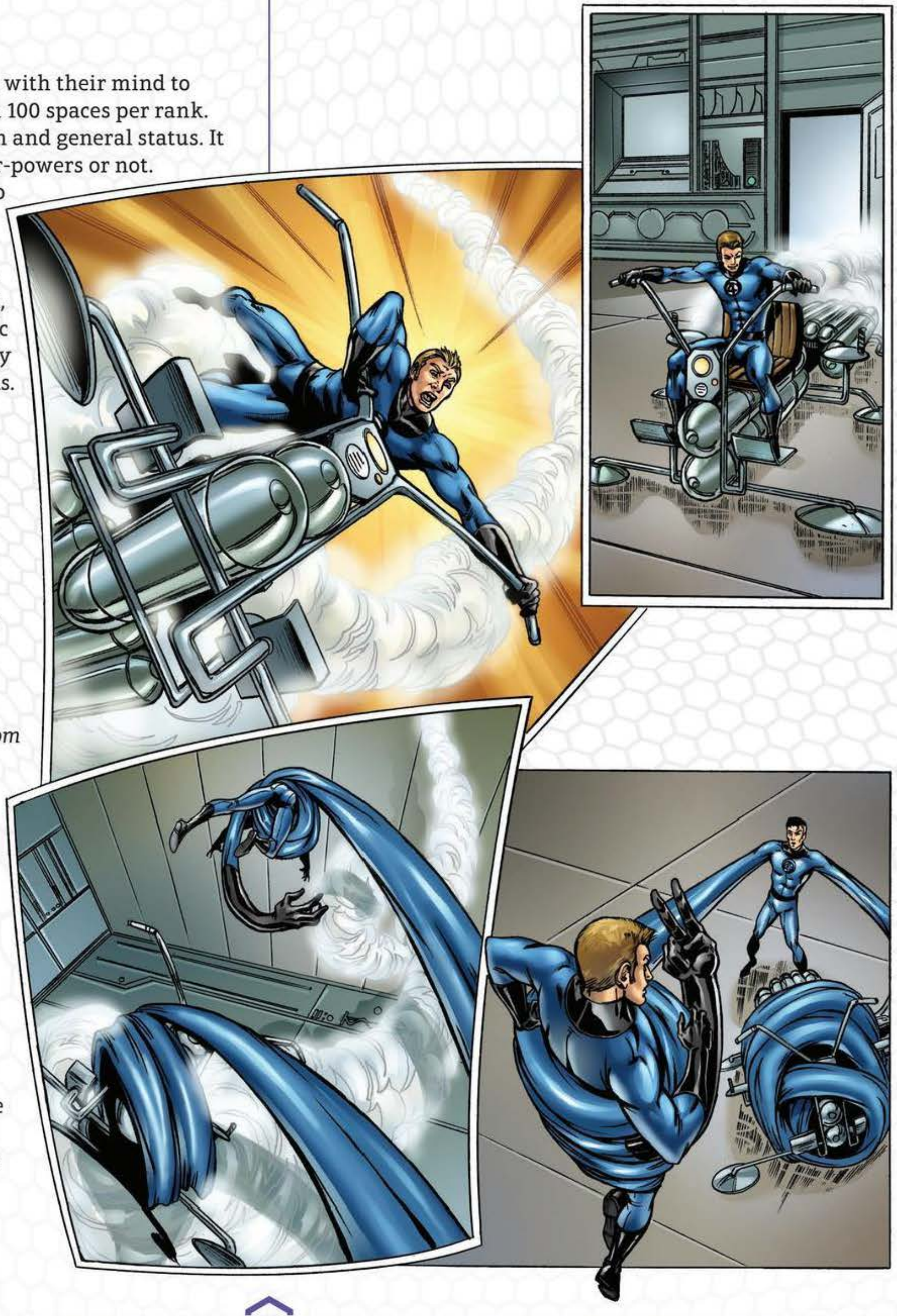
*The character removes an intruder from someone's body.*

**Power Set:** Magic
**Prerequisites:** Rank 4
**Action:** Standard
**Duration:** Instant
**Cost:** 15 Focus
**Effect:** The character attempts to remove the possessor from a possessed target. The character makes an Ego check against the possessor's Ego defense. On a success, the possessor's concentration is broken, ending the possession. On a Fantastic success, all of the possessor's concentrations are broken, and the possessor is stunned for one round too.

## Exploit

*The character finds a weak spot and exploits it.*

**Power Set:** Melee Weapons
**Prerequisites:** Vicious Attack, Rank 2
**Action:** Reaction
**Trigger:** A Fantastic success on an attack using the character's weapon that deals at least 1 point of damage
**Duration:** Instant
**Cost:** 5 Focus
**Effect:** The character makes a Melee attack against the target's Resilience defense score. If the attack is a success, the damage it does ignores Health Damage Reduction. On a Fantastic success, the target suffers double damage and the weapon's special effect.



Art by Andrea Di Vito & Laura Villari

## Extend Invisibility
*The character makes something else invisible.*

**Power Set:** Illusion
**Prerequisites:** Invisibility
**Action:** Standard
**Duration:** Concentration
**Cost:** 10 Focus
**Effect:** The character makes something—a single person or object—within reach invisible. This can be one size bigger than them for every rank they have.

## Extended Reach 1
*The character's reach grows.*

**Power Set:** Plasticity
**Prerequisites:** None
**Duration:** Permanent
**Effect:** The character's reach quadruples.

## Extended Reach 2
*The character can reach a looong way.*

**Power Set:** Plasticity
**Prerequisites:** Extended Reach 1, Rank 2
**Duration:** Permanent
**Effect:** The character's reach is 10 times normal.

## Fast Attacks
*The character's weapons lash out!*

**Power Set:** Melee Weapons
**Prerequisites:** None
**Action:** Standard
**Duration:** Instant
**Effect:** The character splits their attack to make two close attacks against separate targets within reach (or they can focus a single attack on a single target). Make a single Melee check and compare it to the targets' Melee defenses. On a success, the affected target takes half regular damage. On a Fantastic success, the affected target takes full damage, and the character can make a bonus attack with this power against any target within reach, with the same effect.

## Fast Hands
*The character can shoot faster than the eye can blink.*

**Power Set:** Ranged Weapons
**Prerequisites:** Point-Blank Parry, Rank 3
**Duration:** Permanent
**Effect:** The character gains one additional reaction per round. This reaction can be used only to trigger a Ranged Weapons power.

## Fast Strikes
*The character unleashes a flurry of strikes.*

**Power Set:** Martial Arts
**Prerequisites:** None
**Action:** Standard
**Duration:** Instant
**Effect:** The character splits their attack to make two close attacks against separate targets within reach (or they can focus a single attack on a single target). Make a single Melee check and compare it to the targets' Melee defenses. On a success, the affected target takes half regular damage. On a Fantastic success, the affected target takes full damage.

## Flames of the Faltine
*The character shoots jets of enchanted fire from their hands.*

**Power Set:** Magic
**Prerequisites:** Sorcerous, Rank 2
**Action:** Standard
**Duration:** Instant
**Range:** 10 spaces
**Cost:** 5 Focus
**Effect:** The character makes an Ego check against the Agility defense of a target in their line of sight. If the attack is a success, it inflicts regular damage. On a Fantastic success, the target takes double damage and then suffers 5 points of damage at the end of every round until someone uses an action to put out the flames.

## Flare
*The character generates a dazzling flare of light.*

**Power Set:** Illusion
**Prerequisites:** Illumination, Rank 3
**Action:** Standard
**Duration:** Instant
**Cost:** 10 Focus
**Effect:** The character makes an Ego check and compares that against the Vigilance defense of every enemy within 5 spaces. Each beaten enemy is blinded for one turn. On a Fantastic success, the flare inflicts regular damage too.

## Flexible Bones 1
*The character's skeleton is rubbery.*

**Power Set:** Plasticity
**Prerequisites:** None
**Duration:** Permanent
**Effect:** The character gains Health Damage Reduction 1. They also have an edge on Agility checks for contortion and escape.

## Flexible Bones 2
*The character's skeleton is flexible and pliable.*

**Power Set:** Plasticity
**Prerequisites:** Flexible Bones 1, Rank 2
**Duration:** Permanent
**Effect:** The character gains Health Damage Reduction 2. They also have a double edge on Agility checks for contortion and escape.

## Flexible Fingers
*The character can turn their fingers and hands into whatever tool they need.*

**Power Set:** Plasticity
**Prerequisites:** None
**Duration:** Permanent
**Effect:** With a standard action, the character can automatically pick any lock that requires a physical key. They can also shape their hands to form almost any other kind of simple tool.

## Flight 1

*The character can soar into the sky.*

**Power Set:** None
**Prerequisites:** Rank 2
**Duration:** Permanent
**Effect:** The character can fly. Their combat Flight Speed is equal to their rank times their Run Speed. Outside of combat, they can move three times their Flight Speed.

## Flight 2

*The character can zoom across the sky.*

**Power Set:** None
**Prerequisites:** Flight 1, Rank 3
**Duration:** Permanent
**Effect:** Outside of combat, the character can fly up to 50 times their Flight Speed.

## Flying Double Kick

*The character leaps into the air and snap kicks two enemies at once.*

**Power Set:** Martial Arts
**Prerequisites:** Leg Sweep, Rank 3
**Action:** Standard
**Duration:** Instant
**Cost:** 10 Focus
**Effect:** The character makes a close attack against two enemies within reach. If an attack is a success, the enemy takes regular damage. If an attack is a Fantastic success, the enemy takes double damage and is knocked prone.

## Focus Fire

*The character calls out a target.*

**Power Set:** Tactics
**Prerequisites:** Battle Plan, Rank 3
**Action:** Standard
**Duration:** Concentration
**Cost:** 10 Focus
**Effect:** The character calls out an enemy in line of sight and inspires one or more allies of their choice in earshot, up to the character's Vigilance. They gain an edge on all action checks against that enemy.

## Focused Fury

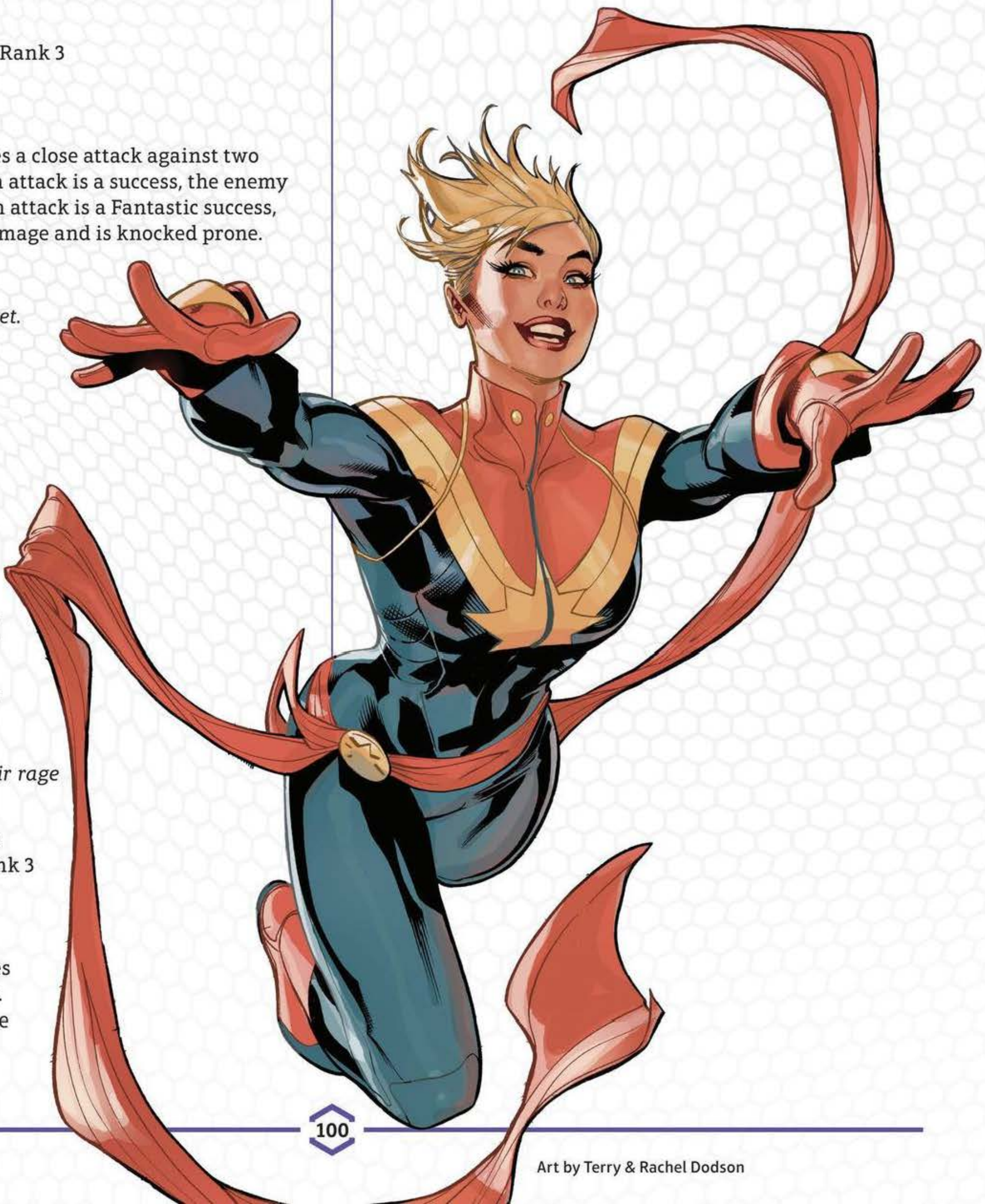
*The character channels their rage into a devastating blow.*

**Power Set:** Melee Weapons
**Prerequisites:** Exploit, Rank 3
**Action:** Standard
**Duration:** Instant
**Cost:** 5 or more Focus
**Effect:** The character makes a close attack with an edge. For this attack, add +1 to the character's Melee damage bonus for every 2 points of Focus they spend. On a success, an affected target takes that total damage. On a Fantastic success, an affected target takes double that total damage and suffers the weapon's special effect.

## Focused Strike

*The character finds the right spot and strikes.*

**Power Set:** Martial Arts
**Prerequisites:** Chain Strikes, Rank 3
**Action:** Standard
**Duration:** Instant
**Cost:** 10 or more Focus
**Effect:** The character makes a close attack. Add +1 to the character's Melee damage bonus for every 2 points of Focus they spend. On a success, an affected target takes that total damage. On a Fantastic success, an affected target takes double that total damage and is stunned for one round.



Art by Terry & Rachel Dodson

## Fool

*The character makes people believe they are someone else.*

**Power Set:** Telepathy
**Prerequisites:** Telepathic Link, Rank 2
**Action:** Standard
**Duration:** Concentration
**Cost:** 5 Focus
**Effect:** The character uses a mirage to alter their appearance in the minds of anyone within 20 spaces per rank. Cameras (for instance) can still record them normally, but when people look in the character's direction, they see someone else.

The target number for anyone trying to see through the mirage is the character's Logic defense. If the character is impersonating someone known to the other person, that person has an edge.

## Furious Attacks

*The character's weapons smash into the foe.*

**Power Set:** Melee Weapons
**Prerequisites:** Whirling Frenzy, Rank 3
**Action:** Standard
**Duration:** Instant
**Cost:** 10 or more Focus
**Effect:** The character splits their attack to make two close attacks against separate targets within reach (or they can focus a single attack on a single target). Make a single Melee check and compare it to the targets' Melee defenses. For these attacks, add +1 to the character's Melee damage bonus for every 2 points of Focus they spend. On a success, an affected target takes half that total damage. On a Fantastic success, an affected target takes full damage and suffers the weapon's special effect.

## Grand Mirage

*The character can make a mirage appear in a group's mind.*

**Power Set:** Telepathy
**Prerequisites:** Mirage, Rank 4
**Action:** Standard
**Duration:** Concentration
**Cost:** 10 Focus
**Effect:** The character creates a full-sensory mirage that affects everyone in a Telepathic Network they set up who is also in the same locale. The mirage can be of anything the character desires, and it can move freely.

## Grand Fool

*The character mentally makes the group they're with appear to be like other people.*

**Power Set:** Telepathy
**Prerequisites:** Fool, Rank 3
**Action:** Standard
**Duration:** Concentration
**Cost:** 10 Focus
**Effect:** The character uses a mirage to alter their appearance—and the appearance of up to one other person per rank, within 10 spaces—in the minds of people within 20 spaces per rank. Cameras (for instance) can still record them, but when people look in the characters' direction, they see other people.

The target number for anyone trying to see through the mirage is the character's Logic defense. If the affected characters are impersonating people known to the other person, that person has an edge.

## Grand Illusion

*By manipulating light and sound, the character creates an incredibly real hologram.*

**Power Set:** Illusion
**Prerequisites:** Animated Illusion, Rank 3
**Action:** Standard
**Duration:** Concentration
**Cost:** 10 Focus
**Effect:** The character creates a sound and sight illusion anywhere in line of sight, within 50 spaces. The illusion can be of anything up to five sizes larger than the character, and it can move freely within its limits. The character breaks concentration if they move beyond 50 spaces from the illusion or lose line of sight of it.

## Grappling Technique

*The character snags an enemy.*

**Power Set:** Martial Arts
**Prerequisites:** Rank 2
**Action:** Standard
**Duration:** Instant
**Cost:** 5 Focus
**Effect:** The character makes a close attack. If the attack is a success, the enemy takes regular damage and is grabbed. On a Fantastic success, the target takes double damage instead and is pinned too.

## Ground-Shaking Stomp

*The character smashes the ground so hard the earth trembles.*

**Power Set:** Super-Strength
**Prerequisites:** Smash, Rank 3
**Action:** Standard
**Duration:** Instant
**Cost:** 10 Focus
**Effect:** The character makes a Melee check and compares that against the Agility defense of every target within the character's reach plus their rank in spaces. Any targets the attack succeeds against take half regular damage. On a Fantastic success, the targets take full damage and are knocked prone.

## Group Flight

*The character can carry others with them into the sky.*

**Power Set:** None
**Prerequisites:** Flight 1, Rank 2
**Action:** Standard
**Duration:** Concentration
**Cost:** 5 Focus
**Effect:** For every point of Ego the character has, they can hoist one ally into the air with them. The Flight Speed of the group is half the character's, and all affected allies must remain within 5 spaces times the character's rank.

The character controls each ally's speed and position during the character's turn, but they can release any or all allies at any time.

## Group Invisibility

*The character can make something else invisible.*

**Power Set:** Illusion
**Prerequisites:** Extend Invisibility, Rank 4
**Action:** Standard
**Duration:** Concentration
**Cost:** 15 Focus
**Effect:** For every point of Ego defense the character has, they can make one person or thing invisible, including themselves. Each of these can be one size bigger than them for every rank they have.

## Group Levitation

*The character can lift others into the air too.*

**Power Set:** Telekinesis
**Prerequisites:** Levitation, Rank 2
**Action:** Standard
**Duration:** Concentration
**Cost:** 5 Focus
**Effect:** The character can move up to one person per rank through the air in any direction at the character's Run Speed. The levitated target(s) must remain within 5 spaces times the character's rank. If any target does not wish to be moved like this, they must be telekinetically grabbed first.

## Grow 1

*The character sizes up!*

**Power Set:** Resize
**Prerequisites:** None
**Action:** Standard or reaction
**Trigger:** The character is attacked.
**Duration:** Permanent
**Effect:** The character can grow up to huge size. They can return to their normal size at will.

## Grow 2

*The character becomes even bigger!*

**Power Set:** Resize
**Prerequisites:** Grow 1
**Action:** Standard or reaction
**Trigger:** The character is attacked.
**Duration:** Permanent
**Effect:** The character can grow up to gigantic size. They can return to their normal size at will.

## Grow 3

*The character can be the size of a house!*

**Power Set:** Resize
**Prerequisites:** Grow 2
**Action:** Standard or reaction
**Trigger:** The character is attacked.
**Duration:** Permanent
**Effect:** The character can grow up to titanic size. They can return to their normal size at will.

## Grow 4

*The character can tackle kaiju!*

**Power Set:** Resize
**Prerequisites:** Grow 3
**Action:** Standard or reaction
**Trigger:** The character is attacked.
**Duration:** Permanent
**Effect:** The character can grow up to gargantuan size. They can return to their normal size at will.

## Growing Attack

*The character attacks as they grow*

**Power Set:** Resize
**Prerequisites:** Grow 1, Rank 2
**Action:** Reaction
**Trigger:** The character grows.
**Duration:** Instant
**Cost:** 5 Focus
**Effect:** The character makes a close attack with an edge. If the attack succeeds, they do regular damage for the size they are growing to. On a Fantastic success, they do double damage and stun the target.

## Headshot

*Ouch!*

**Power Set:** Ranged Weapons
**Prerequisites:** Stopping Power, Rank 3
**Action:** Standard
**Duration:** Instant
**Cost:** 15 Focus
**Effect:** The character makes a ranged attack with trouble on an enemy within the weapon's range. If the attack is a success, the enemy takes double normal damage. On a Fantastic success, the enemy takes triple damage. Either way, if the enemy suffers any actual damage, they are also stunned for one round.

## Healing Factor

*The character heals amazingly fast.*

**Power Set:** None
**Prerequisites:** None
**Duration:** Permanent
**Effect:** At the end of the character's turn, they regain Health equal to their Resilience. (This works outside of combat too, quickly bringing them back to full Health.)

## Heightened Senses 1

*The character has superior senses.*

**Power Set:** None
**Prerequisites:** None
**Duration:** Permanent
**Effect:** The character can sense things roughly twice as far away as normal. They also have an edge on Vigilance checks to perceive things, and enemies have trouble on checks they make to sneak past the character.

## Heightened Senses 2

*The character has senses as sharp as radar.*

**Power Set:** None
**Prerequisites:** Heightened Senses 1
**Duration:** Permanent
**Effect:** The character can sense things roughly four times as far away as normal. Their senses are so sharp that they can use some of them to compensate for the loss of others (say, if blinded or deafened). They can even listen to the heartbeat of a person in the same room to see if they are lying—although this is as reliable as a traditional lie detector: far from 100% and not admissible in court.

They also have a double edge on Vigilance checks to perceive things, and enemies have double trouble on checks they make to sneak past the character.

## Hellfire Chains

*The character shoots out chains covered in hellfire.*

**Power Set:** Magic
**Prerequisites:** Cursed, Rank 2
**Action:** Standard
**Duration:** Concentration
**Cost:** 5 Focus
**Effect:** The character summons chains covered in hellfire and can use them to bind or smash targets. They can attack anyone within 10 spaces per rank and line of sight. Make an Ego attack. On a success, the target takes regular Health damage. On a Fantastic success, the target is grabbed and paralyzed too.

If a target is grabbed by the hellfire chains, on each subsequent round, the character can make an Ego check against the target's Resilience Resilience defense to inflict regular Health damage and regular Focus damage. Breaking free from the hellfire chains requires a Melee check with a target number of 20.

## Hex Bolt

*The character hurls a hex bolt at their foe.*

**Power Set:** Magic
**Prerequisites:** Chaotic, Rank 2
**Action:** Standard
**Duration:** Concentration
**Cost:** 5 Focus
**Effect:** The character fires a hex bolt at a foe. Make an Ego check against the target's Agility defense. On a success, the attack does regular damage. On a Fantastic success, it does double damage and causes the target trouble for one round.

## Hit & Run

*The character hits hard and keeps moving!*

**Power Set:** Melee Weapons
**Prerequisites:** None
**Action:** Standard
**Duration:** Instant
**Effect:** The character makes a close attack with an edge on an enemy. If the attack is a success, the enemy takes regular damage, and the character can make an additional movement up to half their Run Speed for free. On a Fantastic success, the enemy takes double damage and suffers the weapon's special effect.

## Hit the Dirt

*The character gets their allies to take cover.*

**Power Set:** Tactics
**Prerequisites:** Keep Moving, Rank 2
**Action:** Reaction
**Trigger:** An enemy in line of sight makes an attack on an ally within earshot.
**Duration:** Instant
**Cost:** 5 Focus
**Effect:** All allies within earshot can fall prone if they wish and are able to. If falling prone makes the ally an ineligible target for the initial attack, the attack automatically fails.

Art by Stefano Caselli & Jason Keith

Art by Carmen Carnero & Nolan Woodard

## Hurled Shield Bash

*The character hurls their mighty shield at an enemy.*

**Power Set:** Shield Bearer
**Prerequisites:** Shield Bash, Rank 2
**Action:** Standard
**Duration:** Instant
**Range:** 10 spaces times the character's rank
**Cost:** 5 Focus
**Effect:** The character makes a ranged attack on an enemy. If the attack is a success, the enemy takes regular damage. On a Fantastic success, the enemy takes double damage and is knocked prone. The shield then bounces back to the character.

## Hurled Shield Block

*The character hurls their mighty shield to protect an ally from an attack.*

**Power Set:** Shield Bearer
**Prerequisites:** Shield 1, Rank 2
**Action:** Reaction
**Trigger:** An enemy makes an attack against an ally's Agility.
**Duration:** Instant
**Range:** 5 spaces times the character's rank
**Cost:** 5 Focus
**Effect:** The ally gains Health Damage Reduction equal to the character's Shield power against that attack. The shield then bounces back to the character.

## Hurled Shield Deflection

*The character hurls their mighty shield to save an ally from an attack.*

**Power Set:** Shield Bearer
**Prerequisites:** Shield Deflection, Rank 2
**Action:** Reaction
**Trigger:** An enemy makes an attack against an ally's Agility.
**Duration:** Instant
**Range:** 5 spaces times the character's rank
**Cost:** 5 Focus
**Effect:** The enemy has trouble on the attack. The shield then bounces back to the character.

## Iconic Weapon

**Power Set:** None
**Prerequisites:** None
**Duration:** Permanent
**Effect:** The character is known for owning and using a unique and powerful weapon, like Mjolnir (Thor's hammer) or Captain America's shield. The Narrator must approve the details of this weapon. This power can be taken more than once, but each time must be with a different weapon.

## Icy Tendrils of Ikthalon

*The character unleashes freezing tendrils at a foe.*

**Power Set:** Magic
**Prerequisites:** Sorcerous, Rank 2
**Action:** Standard
**Duration:** Instant
**Range:** 10 spaces
**Cost:** 5 Focus
**Effect:** The character makes an Ego check against the Agility defense of a target in their line of sight. If the

attack is a success, it inflicts regular damage. On a Fantastic success, the enemy takes double that total damage and is paralyzed by the ice.

## Illumination

*The character creates a bright light.*

**Power Set:** Illusion
**Prerequisites:** None
**Action:** Standard
**Duration:** Concentration
**Effect:** The character illuminates one object or point in line of sight, within 50 spaces, with bright light. The character can maintain concentration on the effect even if they move out of range or line of sight.

## Images of Ikonn

*The character creates illusory duplicates of a person.*

**Power Set:** Magic
**Prerequisites:** Sorcerous, Rank 2
**Action:** Standard
**Duration:** Concentration
**Cost:** 5 Focus
**Effect:** The character creates one sound and sight illusory duplicate per rank of one person they've met (including themselves). The duplicates look and sound exactly like the original and are under the character's complete control. They start in the same space as the character and instantly move into any open space around them, up to 2 spaces away, during which time the character can swap places with any of the duplicates. If the character is duplicating themselves, the character's player should secretly record which one is the actual character.

The duplicates can move up to 10 spaces away from the character, and they can pretend to attack (and miss) opponents. Any attack that hits a duplicate instantly removes it. If the character successfully attacks someone or does something else to make the truth evident, the illusion ends.

This spell can also be used to see through someone else's illusion. When used in this way, it gives the character a double edge on their Ego check.

## Immovable

*Nobody pushes the character around.*

**Power Set:** Shield Bearer, Super-Strength
**Prerequisites:** None
**Action:** Reaction
**Trigger:** The character is knocked back or knocked prone.
**Duration:** Instant
**Effect:** For every point of Melee defense the character has, they can reduce knockback by 1 space.

## Information Upload

*The character can transmit loads of information straight into another's mind.*

**Power Set:** Telepathy
**Prerequisites:** Telepathic Link, Rank 2
**Action:** Standard
**Duration:** Concentration
**Cost:** 5 Focus
**Effect:** The character transmits a knowledge-based label (a trait or tag) of their own to a target with whom they have established a telepathic link—willing or not. The label lasts until the target sleeps.

The character can also impart any other kind of knowledge they have to a target this way. The process is almost instantaneous.

## Inspiration

*The character's words inspire their allies.*

**Power Set:** None
**Prerequisites:** None
**Action:** Standard
**Duration:** 1 round
**Effect:** The character inspires an ally in earshot. The ally gains an edge on all action checks until the start of the character's next turn.

## Instant Replay

*The character rewinds time.*

**Power Set:** Omniversal Travel
**Prerequisites:** Rank 3
**Action:** Reaction
**Trigger:** The character fails a check.
**Duration:** Instant
**Cost:** 10 Focus
**Effect:** Once per battle, the character can make a second attempt at a check that they just failed, erasing and replacing the first attempt entirely.

## Integrity

*The character can think their way through.*

**Power Set:** None
**Prerequisites:** None
**Duration:** Permanent
**Effect:** The character can use their Logic defense score against Ego attacks too.

## Invisibility

*The character turns as transparent as glass.*

**Power Set:** Illusion
**Prerequisites:** Rank 2
**Action:** Standard
**Duration:** Concentration
**Cost:** 5 Focus
**Effect:** The character becomes invisible. They have an edge on Agility checks to sneak past people, and enemies have trouble on Vigilance checks to perceive them. It's even harder to spot things that are invisible but aren't moving. Characters must be actively trying to do so to be able to make a Vigilance check.

## Jinx

*The character puts a jinx on a foe.*

**Power Set:** Magic
**Prerequisites:** Chaotic, Rank 2
**Action:** Standard
**Duration:** Concentration
**Cost:** 5 Focus

**Effect:** The character makes an Ego check against the target's Ego defense. If it succeeds, the target has trouble on all actions. On a Fantastic success, the target loses their next standard action.

## Jump 1

*The character can leap about like a frog.*

**Power Set:** Spider-Powers, Super-Strength
**Prerequisites:** Rank 2
**Duration:** Permanent
**Effect:** The character gains the Jump movement mode with a Jump Speed equal to their Run Speed. They can jump this distance in any direction, vertically as well as horizontally.

## Jump 2

*The character can leap around with dazzling speed.*

**Power Set:** Spider-Powers, Super-Strength
**Prerequisites:** Jump 1, Rank 3
**Duration:** Permanent
**Effect:** The character's Jump Speed is equal to their rank times their Run Speed. Outside of combat, they can move three times as fast.

## Jump 3

*The character can leap into the sky with a single bound.*

**Power Set:** Spider-Powers, Super-Strength
**Prerequisites:** Jump 2, Rank 4
**Duration:** Permanent
**Effect:** Outside of combat, the character can jump up to 50 times their Jump Speed.

## Keep Moving

*The character can keep allies moving under fire.*

**Power Set:** Tactics
**Prerequisites:** None
**Action:** Reaction
**Trigger:** An ally in line of sight and earshot is demoralized or stunned.
**Duration:** Instant
**Effect:** The demoralized or stunned condition ends.

## Kill Zone

*The character shoots at every target that moves through their kill zone.*

**Power Set:** Ranged Weapons
**Prerequisites:** Covering Fire, Headshot, Rank 4
**Action:** Reaction
**Trigger:** An enemy in the character's line of sight starts to move.
**Duration:** Instant
**Cost:** 15 Focus
**Effect:** The character makes a ranged attack on the enemy. If the attack is a success, the enemy takes normal damage. On a Fantastic success, the enemy takes double damage. Either way, the character regains their reaction. Each target can be affected by this attack by this character only once per round.

## Leaping Leglock

*The character leaps into the air and snaps their legs around an enemy.*

**Power Set:** Martial Arts
**Prerequisites:** Flying Double Kick, Crushing Grip, Rank 4
**Action:** Standard
**Duration:** Instant
**Cost:** 15 Focus
**Effect:** The character makes a close attack against an enemy. If the attack is a success, the enemy is grabbed and dealt regular damage. On a Fantastic success, the enemy takes double damage and is grabbed and stunned for one round. Either way, both the character and the enemy are knocked prone.

## Leech Life

*The character consumes the life force of another.*

**Power Set:** Magic
**Prerequisites:** Rank 2
**Action:** Reaction
**Trigger:** Target is grabbed.
**Duration:** Instant
**Cost:** 5 Focus
**Effect:** The character makes an Ego attack against the target's Resilience defense. If it succeeds, the target takes regular Health damage, and the character heals half that much Health for themselves. On a Fantastic success, the character heals the full Health damage instead.

## Leg Sweep

*The character knocks the enemy's legs from under them.*

**Power Set:** Martial Arts
**Prerequisites:** Fast Strikes, Rank 2
**Action:** Standard
**Duration:** Instant
**Cost:** 5 Focus
**Effect:** The character makes a close attack. If it succeeds, the enemy takes regular damage and is knocked prone. If it's a Fantastic success, the enemy is stunned for one round too.

## Levitation

*The character can hover and move.*

**Power Set:** Telekinesis
**Prerequisites:** None
**Duration:** Permanent
**Effect:** The character can move through the air in any direction at their Run Speed.

## Lightning Actions

*The character has lightning-fast moves.*

**Power Set:** Super-Speed
**Prerequisites:** Rank 4
**Duration:** Permanent
**Effect:** The character has one extra standard action and one extra reaction each turn. Additionally, they can turn their Marvel die to a Fantastic success when making an initiative check.

## Machine Telepathy

*The character can communicate with machines with their mind.*

**Power Set:** Telepathy
**Prerequisites:** None
**Action:** Standard
**Duration:** Concentration
**Effect:** The character can communicate telepathically with one machine at a time, and they must have met or seen the machine before. The communication can be verbal, visual or even more complex, such as imparting location information. There is no limit to the distance of the communication, as long as the character and the machine are in the same dimension.

Simple machines do not have much to offer in the way of conversation, but they are also generally compliant with requests. Complex machines—like computers, smartphones and other electronics—are also often compliant, but if they are secured in any way, they usually refuse to communicate with strangers. A Logic check can get the character past such security, and the Narrator should set the target number according to the strength of the security.

## Macrodimensional Travel

*The character outgrows the universe!*

**Power Set:** Resize
**Prerequisites:** Grow 4, Rank 4
**Action:** Standard
**Duration:** Instant
**Cost:** 15 Focus
**Effect:** The character can grow enough to travel into the Macroverse, the Overspace or other dimensions of enlarged space. They can return to their normal size at will.

Note that this is something that most characters would rarely want to do, as it removes them entirely from their regular universe and places them in a dimension in which the rules of time and space work differently. An hour in the Macroverse, for example, is roughly equivalent to a month in a regular universe. A trip to the Overspace is too overwhelming for most minds to handle.

## Memory Blip

*The character erases a bit of someone's memory.*

**Power Set:** Telepathy
**Prerequisites:** Telepathic Link, Rank 2
**Action:** Standard
**Duration:** Permanent
**Cost:** 5 Focus
**Effect:** The character causes a target with whom they've established a Telepathic Link to forget something that's happened in the past hour. This gap can be up to an hour in length.

The character makes a Logic check against the target's Logic defense. On a success, the memories are forgotten. On a Fantastic success, the target has trouble on checks to recover such memories in the future.

Art by Mike McKone & Jeromy Cox

Any time the target is given good reason to question the blank in their memory, they can make a Logic check to recover their memory. If they succeed, the original memory floods back. On a Fantastic success, they know for sure who did this to them.

## Mental Punch

*The character can blast a foe's mind in melee.*

**Power Set:** Telepathy
**Prerequisites:** None
**Action:** Standard
**Duration:** Instant
**Effect:** The character makes a Melee attack against a target. If the attack is a success, it inflicts regular Focus damage (instead of Health damage). On a Fantastic success, the target takes double damage instead and is stunned for one round.

## Mental Shelter

*The character can create a shelter for their mind.*

**Power Set:** Telepathy
**Prerequisites:** Uncanny 1, Rank 3
**Action:** Standard
**Duration:** Concentration
**Cost:** 10 Focus
**Effect:** The character extends their mental defenses to protect any chosen people within up to 5 spaces times their rank. The protected targets are granted Focus Damage Reduction equal to the character's Uncanny power.

## Microdimensional Travel

*The character shrinks out of the universe!*

**Power Set:** Resize
**Prerequisites:** Shrink 4, Rank 4
**Action:** Standard
**Duration:** Instant
**Cost:** 15 Focus
**Effect:** The character can shrink enough to travel into subatomic realms. They can return to their normal size at will.

Note that this is something that most characters would rarely want to do, as it removes them entirely from their regular universe and places them in a dimension in which the rules of time and space work differently. The Underspace, for example, might make a fine place to hide, but there's little else of interest there.

## Mighty 1

*The character is superhumanly strong.*

**Power Set:** None
**Prerequisites:** None
**Duration:** Permanent
**Effect:** Treat the character as one size bigger for lifting, carrying, swinging and throwing things. They also add +1 to their Melee damage multiplier, and they gain a +1 bonus to Melee checks other than attacks.

Art by Michael Dowling & Morry Hollowell

## Mighty 2

*The character could lift a bus.*

**Power Set:** None
**Prerequisites:** Mighty 1, Rank 2
**Duration:** Permanent
**Effect:** Treat the character as two sizes bigger for lifting, carrying, swinging and throwing things. They also add +2 to their Melee damage multiplier, and they gain a +2 bonus to Melee checks other than attacks.

## Mighty 3

*The character could lift a house.*

**Power Set:** None
**Prerequisites:** Mighty 2, Rank 3
**Duration:** Permanent
**Effect:** Treat the character as three sizes bigger for lifting, carrying, swinging and throwing things. They also add +3 to their Melee damage multiplier, and they gain a +3 bonus to Melee checks other than attacks.

## Mighty 4

*The character is among the strongest there are.*

**Power Set:** None
**Prerequisites:** Mighty 3, Rank 4
**Duration:** Permanent
**Effect:** Treat the character as four sizes bigger lifting, carrying, swinging and throwing things. They also add +4 to their Melee damage multiplier, and they gain a +4 bonus to Melee checks other than attacks.

## Mind Interrogation

*The character can root through a target's mind.*

**Power Set:** Telepathy
**Prerequisites:** Mind Reading, Rank 2
**Action:** Standard
**Duration:** 1 round
**Cost:** 5 Focus
**Effect:** The character can delve into the mind of a single person with whom they have established a telepathic link. This requires a Logic check against the target's Logic defense. On a success, the character can ask a single simple question and get the answer from the target's mind. On a Fantastic success, the character can get more complex information.

## Mind Reading

*The character can read thoughts.*

**Power Set:** Telepathy
**Prerequisites:** Telepathic Link
**Action:** Standard
**Duration:** 1 round
**Effect:** The character can read the thoughts of a single person with whom they have established a Telepathic Link. This requires a Logic check against the target's Logic defense. On a success, the character can read the target's surface thoughts. On a Fantastic success, the character can ask a single simple question and get the answer from the target's mind.

## Mirage

*The character can make mirages appear in a target's mind.*

**Power Set:** Telepathy
**Prerequisites:** Telepathic Link, Rank 3
**Action:** Standard
**Duration:** Concentration
**Cost:** 10 Focus
**Effect:** The character creates a full-sensory mirage that affects any target with whom they have established a link. The mirage can be of anything the character desires, and it can move freely.

## Mirror Images

*The character conjures up illusory duplicates of themselves.*

**Power Set:** Illusion
**Prerequisites:** Animated Illusion, Rank 3
**Action:** Standard
**Duration:** Concentration
**Cost:** 10 Focus
**Effect:** The character creates one sound and sight illusory duplicate of themselves per rank. The duplicates look and sound exactly like them and are under their complete control. They start in the same space as the character and instantly move into any open space around them, up to 2 spaces away, during which time the character can swap places with any of the duplicates. The character's player should secretly record which one is the actual character.

The duplicates can move up to 10 spaces away from the character, and they can pretend to attack (and miss) opponents. Any attack that hits a duplicate instantly removes it. If the character successfully attacks someone or does something else to make the truth evident, the illusion ends.

## Mists of Morpheus

*The character causes their foe to fall asleep.*

**Power Set:** Magic
**Prerequisites:** Sorcerous, Rank 3
**Action:** Standard
**Duration:** Concentration
**Cost:** 10 Focus
**Effect:** The character makes an Ego check against the target's Vigilance defense. On a success, the target is stunned and remains that way while the character concentrates. On a Fantastic success, the target falls asleep instead.

## Mists of Munnopor

*The character weaves a thick fog.*

**Power Set:** Magic
**Prerequisites:** Sorcerous, Rank 2
**Action:** Standard
**Duration:** Concentration
**Cost:** 5 Focus
**Effect:** The character creates a thick fog for up to 100 spaces per rank around them that blocks all line of sight beyond 10 spaces and keeps people or creatures inside it from flying, gliding or webslinging.

## Molecular Destabilization

*The character causes something to vibrate fast enough to explode.*

**Power Set:** Super-Speed
**Prerequisites:** Speed Run 2, Rank 4
**Action:** Standard
**Duration:** Instant
**Cost:** 15 Focus
**Effect:** The character makes a close attack against an object their size or smaller. If the attack is a success, the object explodes. All targets within 2 spaces of the object—other than the character—take regular damage. On a Fantastic success, double the damage and ignore any Health Damage Reduction.

## Multiversal Portal

*The character opens a portal to another universe.*

**Power Set:** Omniversal Travel
**Prerequisites:** Multiversal Travel Together, Rank 4
**Action:** Standard
**Duration:** Concentration
**Cost:** 15 Focus
**Effect:** The character opens a glowing portal in a space next to them that moves anything that enters it between that space and its destination, which forms a matched glowing portal in the other place. The other end of the portal must be in a clear space in another universe that the character has been to. Anything can move through the portal in either direction until it is closed, which the character can do at will.

## Multiversal Travel

*The character moves from one universe to another.*

**Power Set:** Omniversal Travel
**Prerequisites:** Rank 3
**Action:** Standard or movement
**Duration:** Instant
**Cost:** 10 Focus
**Effect:** The character instantly moves from their current universe to another universe. For instance: from Earth-616 to Earth-65. When they move to the other universe, they can arrive in any place they've been to before. Otherwise, they arrive at the closest available corresponding space in the other universe.

## Multiversal Travel Other

*The character sends someone to another universe.*

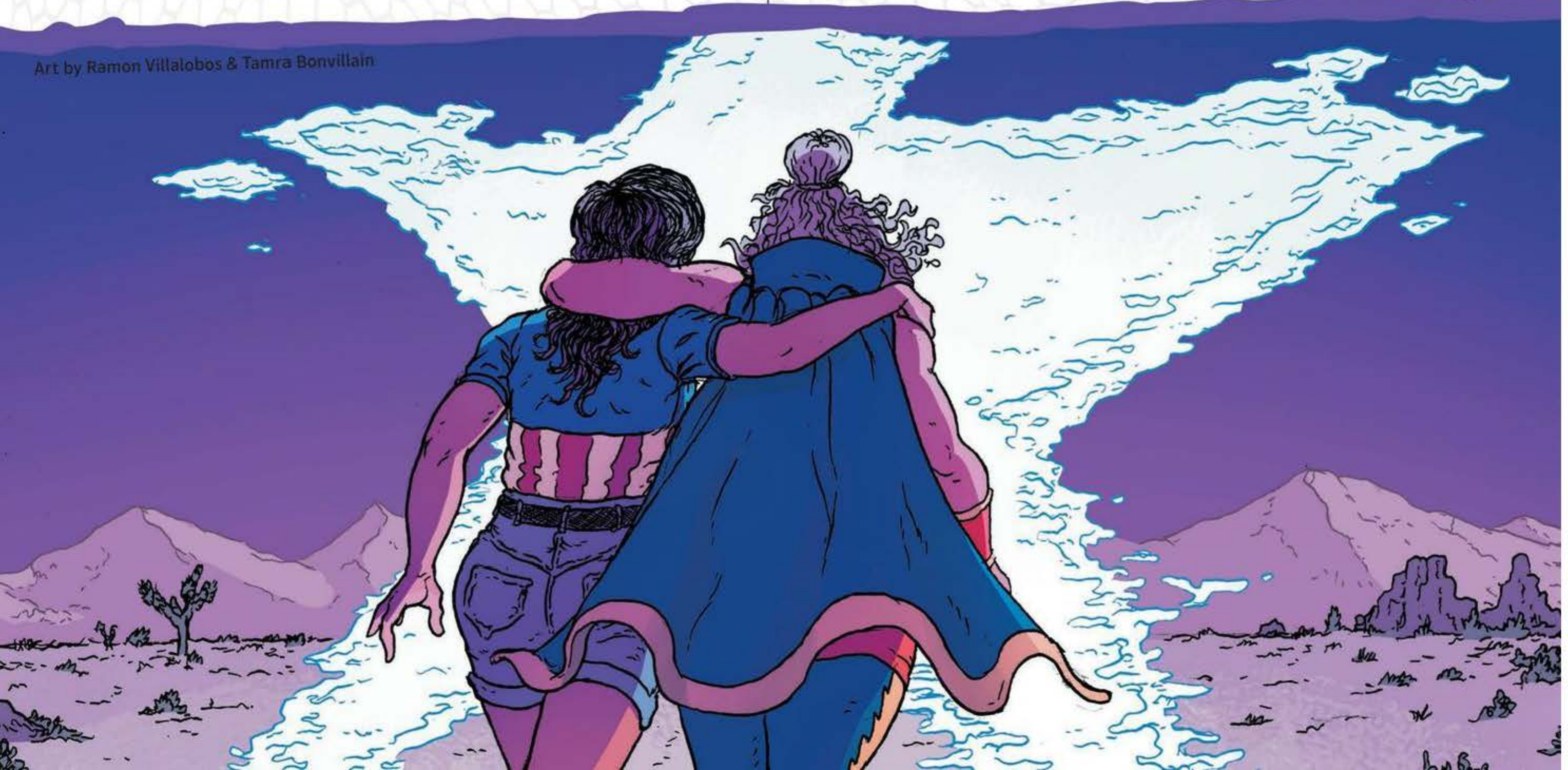
**Power Set:** Omniversal Travel
**Prerequisites:** Multiversal Travel, Rank 4
**Action:** Standard, movement, or reaction
**Trigger:** The target is grabbed.
**Duration:** Instant
**Cost:** 15 Focus
**Effect:** The character makes an Ego check against the Vigilance of a target they have grabbed. If the check is successful, the character can send the target to another universe. The target can be sent to any location in that universe that the character has been to before. Otherwise, the target arrives at the closest available corresponding space in the other universe.

## Multiversal Travel Together

*The character brings someone with them to another universe.*

**Power Set:** Omniversal Travel
**Prerequisites:** Multiversal Travel, Rank 3
**Action:** Standard, movement or reaction
**Trigger:** The target is grabbed.
**Duration:** Instant
**Cost:** 10 Focus
**Effect:** The character moves to a different universe, taking any person they are touching with them. If the target does not wish to come along, the character must grab them first.

When they move to the other universe, they can arrive in any place they've been to before. Otherwise, they arrive at the closest available corresponding space in the other universe.



Art by Ramon Villalobos & Tamra Bonvillain

## On Your Feet

*The character stands their friends on their feet.*

**Power Set:** Tactics
**Prerequisites:** Keep Moving, Rank 2
**Action:** Reaction
**Trigger:** An ally in line of sight and earshot is knocked prone.
**Duration:** Instant
**Cost:** 5 Focus
**Effect:** All prone allies within earshot, who are able to, can immediately stand up for free. Allies currently unable to stand up for any reason are not affected.

## Operations Center

*The character directs their allies in combat.*

**Power Set:** Tactics
**Prerequisites:** Combat Support, Focus Fire, Rank 4
**Action:** Standard
**Duration:** Concentration
**Cost:** 15 Focus
**Effect:** The character inspires one or more allies of their choice in earshot, up to the character's Vigilance defense. Affected allies gain an edge on all action checks until the start of the character's next turn. The character breaks concentration on this power if they use a movement action.

## Orchestra of Overkill

*The character conducts a symphony of shooting.*

**Power Set:** Ranged Weapons
**Prerequisites:** Dance of Death, Fast Hands, Rank 4
**Action:** Standard
**Duration:** Instant
**Cost:** 15 Focus
**Effect:** The character makes an Agility check and compares that against the Agility defense of every enemy within 10 spaces and in their line of sight. Each success does half regular damage. On a Fantastic success, each enemy takes full damage instead and is bleeding.

## Orders

*The character forces someone to follow a complex set of orders.*

**Power Set:** Telepathy
**Prerequisites:** Command, Rank 4
**Action:** Standard
**Duration:** Permanent
**Cost:** 15 Focus
**Effect:** The character gives an order to a target with whom they've established a Telepathic Link and who has no Focus left. The character makes a Logic check against the target's Logic defense. On a success, the target complies with the orders. On a Fantastic success, the character gains an edge the next time they use this power against this same target.

The command must be to do something that can be completed in an hour or less. If it involves harming someone, the character has trouble on the check. If it would cause the target to harm themselves, the character has double trouble on the check.

## Partial Phase

*The character can make a portion of themselves tangible or intangible.*

**Power Set:** Phasing
**Prerequisites:** Phase Self, Rank 2
**Action:** Standard
**Duration:** Concentration
**Cost:** 5 Focus
**Effect:** The character has greater control over their phasing ability. They can make any portion of their body and clothing tangible or intangible, as they like.

## Penance Stare

*The character can punish the wicked with their gaze.*

**Power Set:** Magic
**Prerequisites:** Cursed
**Action:** Standard
**Duration:** Instant
**Effect:** The character makes an Ego attack against a target character within 3 spaces per rank. If it's a success, the target takes Focus damage. On a Fantastic success, the target takes double damage and is paralyzed for one round.

Characters with the Heroic tag take half the listed damage from this power in either case.

If a target is shattered by this power, they can recover, but they come back in one of two ways. Either they are cleansed of their sins and ready to make a new start with a clean slate, or their emotions are drained from them permanently. How this works in each case is up to the Narrator.

## Phase Object

*The character can make something they're touching intangible.*

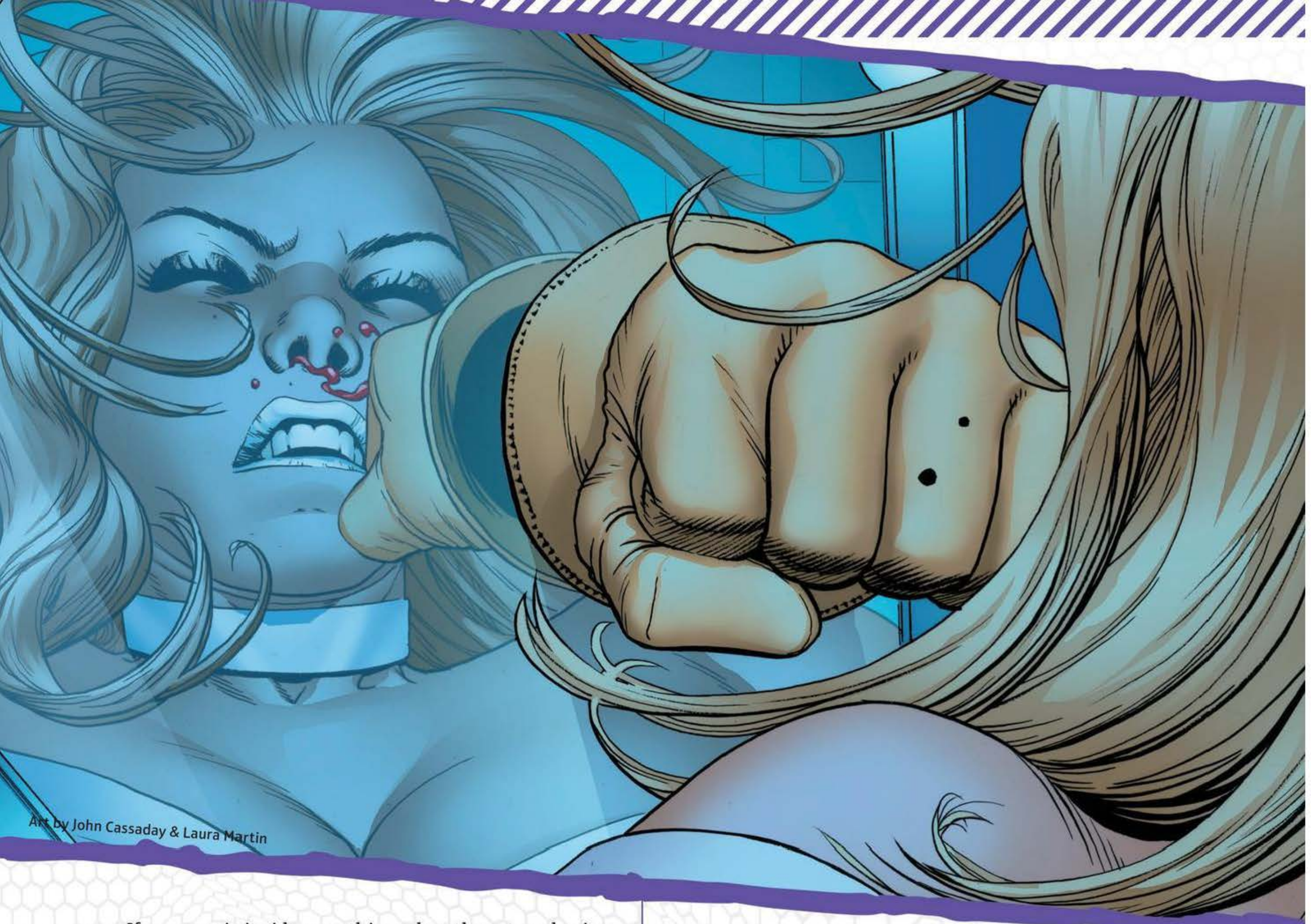
**Power Set:** Phasing
**Prerequisites:** Phase Self, Rank 2
**Action:** Standard
**Duration:** Concentration
**Cost:** 5 Focus
**Effect:** The character can make any object they are touching intangible. The object (and things attached to or inside of it) can be up to their rank in sizes bigger than them. For example, if they are Rank 5, the object can be 5 sizes bigger than them. For an average person, this would be Gargantuan.

## Phase Other

*The character can phase someone they are touching.*

**Power Set:** Phasing
**Prerequisites:** Phase Self, Rank 3
**Action:** Standard or reaction
**Trigger:** The target is grabbed.
**Duration:** Concentration
**Cost:** 10 Focus
**Effect:** The character can make any person (and their clothing) they are touching intangible. The character can also phase any people the initial person is touching or grabbing. People the character has phased remain tangible to each other.

If the target does not wish to be phased, the character must grab them first. When contact is broken, the phasing for those no longer in contact with the character (even indirectly) ends.


Art by John Cassaday & Laura Martin

If a person is inside something when they stop phasing, they are automatically pushed out of it but take damage from the disruption equal to a standard action check. The damage multiplier is 1 for every space they must move to reach a clear area. If this kills them, their body is trapped inside the material they were phased into.

## Phase Self

*The character can become as intangible as a ghost.*

**Power Set:** Phasing
**Prerequisites:** None
**Action:** Standard
**Duration:** Concentration
**Effect:** The character (and their clothing) becomes intangible and can move through anything as if it wasn't there. Nothing can physically affect them, nor can they affect anything else that is not phasing along with them.

## Phase Walk

*The character can walk on air.*

**Power Set:** Phasing
**Prerequisites:** Phase Self, Rank 2
**Duration:** Concentration
**Cost:** 5 Focus
**Effect:** When phasing, the character can move freely in any direction through anything—not just air, but also water, buildings and so on—at their Run Speed. The character can take anything or anyone they are phasing along with them.

## Point-Blank Parry

*When the enemy steps in, the character lets loose.*

**Power Set:** Ranged Weapons
**Prerequisites:** Rank 2
**Action:** Reaction
**Trigger:** An enemy within 2 spaces misses an attack against the character.
**Duration:** Instant
**Cost:** 5 Focus
**Effect:** The character makes a ranged attack against the enemy who missed them. If the attack is a success, the enemy takes regular damage. On a Fantastic success, the enemy takes double damage and is bleeding.

## Possess Vehicle

*The character takes control of a vehicle.*

**Power Set:** Magic
**Prerequisites:** Cursed, Rank 3
**Action:** Standard
**Duration:** Concentration
**Cost:** 10 Focus

**Effect:** The character takes magical control of a vehicle they are inside of or touching. Hellfire engulfs the outside of the vehicle, but it does no damage to it. Anyone that comes into contact with it, though, takes regular damage with a damage multiplier equal to the character's rank. On a Fantastic success, it inflicts regular Health damage and regular Focus damage instead.

The character controls the vehicle by will, as long as it is within 20 spaces times the character's rank. They use their Ego for all checks to operate it, and they get an edge on all such checks.

The vehicle's speed doubles. It can climb walls at this speed and can even make jumps at that same speed.

## Possession

*The character takes over someone else's body.*

**Power Set:** Magic
**Prerequisites:** Cursed, Rank 5
**Action:** Standard
**Duration:** Concentration
**Cost:** 20 Focus
**Effect:** The character makes an Ego check with trouble against the Ego defense of a character who has no Focus left. On a success, the character takes over the target's body completely.

The character's Ego defense is the target number for any checks to end the possession.

If the character attempts to harm someone with the possessed body, the target gets to make an Ego check to end the possession. If the target has the Heroic tag, they get an edge on the check.

If the character attempts to harm the possessed body, the target gets an edge on the check. If they have the Heroic tag, they get a double edge.

## Powerful Hex

*The character simulates another power with their magic.*

**Power Set:** Magic
**Prerequisites:** Chaotic, Rank 2
**Action:** Standard
**Duration:** Varies
**Cost:** 5 or more Focus
**Effect:** The character casts a hex that allows them to use any other power that they have the rank to use, even if they would not normally meet the power's other prerequisites. They must pay whatever the regular Focus cost is for that power, plus 5 Focus.

If the duration of the used power is *permanent*, it is *concentration* for the character instead. If the power is a numbered permanent power (like Mighty 3), the Focus cost is 5 times that number instead. (Mighty 3 would cost 15 Focus.)

## Probability-Manipulation Hex

*The character makes unlikely things happen.*

**Power Set:** Magic
**Prerequisites:** Chaotic, Rank 3
**Action:** Standard or reaction
**Duration:** Concentration
**Cost:** 10 Focus
**Effect:** When an ally within 5 spaces times the character's rank attempts a check on which they have trouble, this hex eliminates all trouble and gives them an edge instead.

## Protection Hex

*The character casts a hex to protect themselves.*

**Power Set:** Magic
**Prerequisites:** Chaotic, Rank 3
**Action:** Standard
**Duration:** Concentration
**Cost:** 10 Focus
**Effect:** The character produces a hex to help protect themselves. Make an Ego check. The result is now the character's defense against any attack. If the result isn't as high as the character would like, they can end the hex and try again later. On a Fantastic success, the hex also grants Health Damage Reduction 1 for its duration.

## Quick Phase

*The character can become as intangible as a ghost.*

**Power Set:** Phasing
**Prerequisites:** Phase Self, Rank 2
**Action:** Reaction
**Trigger:** The character is attacked.
**Duration:** Concentration
**Cost:** 5 Focus
**Effect:** The character and their clothing can instantly become intangible.

## Quick Toss

*The character tosses a person like a toy.*

**Power Set:** Super-Strength
**Prerequisites:** Crushing Grip, Mighty 1, Rank 3
**Action:** Reaction
**Trigger:** A person the character can pick up is grabbed.
**Duration:** Instant
**Cost:** 10 Focus
**Effect:** The character throws the grabbed person at another target. The range is determined by the level of the character's Mighty power and the grabbed person's size. The character makes a ranged attack against the target. A failure inflicts regular damage on the thrown person, who falls prone within 1 space of the target. If the attack is a success, the target takes regular damage too. On a Fantastic success, the target is knocked prone as well.

## Rally on Me

*The character rallies their friends around them.*

**Power Set:** Tactics
**Prerequisites:** On Your Feet, Rank 3
**Action:** Standard
**Duration:** Instant
**Cost:** 10 Focus
**Effect:** Any allies in earshot can be affected, up to a number equal to the character's Vigilance. Each affected ally can move toward the character at half speed. If they are within the character's reach at the end of this move, they recover lost Focus equal to 5 times the character's rank. The character can use this power once per battle.

## Regain Focus

*The character takes a moment to find their center.*

**Power Set:** Martial Arts
**Prerequisites:** Unflappable Poise, Untouchable Position, Rank 4
**Action:** Standard
**Duration:** Instant
**Cost:** None
**Effect:** The character recovers Focus equal to their Vigilance.

## Reinforced Skeleton

*The character's bones have been reinforced or replaced with a super-strong alloy or metal.*

**Power Set:** None
**Prerequisites:** None
**Duration:** Permanent
**Effect:** The character gains Health Damage Reduction 1.

## Resize Object

*The character can change the size of an object within reach.*

**Power Set:** Resize
**Prerequisites:** Grow 2 or Shrink 2, Rank 3
**Action:** Standard
**Duration:** Permanent
**Cost:** 10 Focus
**Effect:** The character can make an object within reach grow or shrink. The character can resize the object as much as their own Grow or Shrink power would allow them to.

## Resize Other

*The character can resize someone they are touching.*

**Power Set:** Resize
**Prerequisites:** Grow 2 or Shrink 2, Rank 3
**Action:** Standard or reaction
**Trigger:** The target is grabbed.
**Duration:** Permanent
**Cost:** 10 Focus
**Effect:** The character can resize any person (and their clothing) they are touching. The character can resize the object as much as their own Grow or Shrink power would allow them to. If the target does not wish to be resized, the character must grab them first.

## Return Fire

*The character responds to an assault with a hail of shots.*

**Power Set:** Ranged Weapons
**Prerequisites:** Suppressive Fire, Rank 2
**Action:** Reaction
**Trigger:** An enemy declares an attack against the character.
**Duration:** Instant
**Cost:** 5 Focus
**Effect:** The character makes an Agility attack against a target's Vigilance defense. If the attack is a success, apply Health Damage Reduction normally. Any damage taken is then applied to the target's Focus instead. If it's a Fantastic success, the damage is doubled and, if the target takes any Focus damage, they are stunned for 1 round.

Art by Alan Davis, Mark Farmer & Rob Schwager

## Reverse Punch

*The character can reach past an enemy and punch them from behind.*

**Power Set:** Plasticity
**Prerequisites:** Flexible Bones 1, Rank 2
**Action:** Standard
**Duration:** Instant
**Cost:** 5 Focus
**Effect:** The character makes a close attack with an edge on an enemy. If the attack is a success, the enemy takes regular damage. On a Fantastic success, the enemy takes double damage and is stunned for one round.

## Reverse-Momentum Throw

*The character uses the momentum of their attacker to hurl them to the ground.*

**Power Set:** Martial Arts
**Prerequisites:** Defense Stance, Rank 2
**Action:** Reaction
**Trigger:** While Defense Stance is active, a close attack against the character misses.
**Duration:** Instant
**Cost:** 5 Focus
**Effect:** The attacker is knocked prone and takes half the damage their attack would have inflicted if it had succeeded.

## Rico-Shield

*The character ricochets their shield from target to target.*

**Power Set:** Shield Bearer
**Prerequisites:** Hurled Shield Bash, Rank 3
**Action:** Standard
**Duration:** Instant
**Range:** 10 spaces times the character's rank
**Cost:** 10 Focus
**Effect:** The character makes a ranged attack on a target. If the attack is a success, the target takes regular damage. On a Fantastic success, the target is also knocked prone, and the character can make an extra attack on another target, adding the extra range between the two targets to the new attack roll. This can be repeated until an attack is not a Fantastic success.

When the attacks are over, the shield then bounces back to the character.

## Riposte

*Seeing the enemy off balance, the character strikes back.*

**Power Set:** Melee Weapons
**Prerequisites:** None
**Action:** Reaction
**Trigger:** An enemy makes a close attack against the character that fails.
**Duration:** Instant
**Effect:** The character makes a close attack on the enemy who just missed them. If the attack is a success, the enemy takes regular damage. On a Fantastic success, the enemy takes double damage and suffers the weapon's special effect.

Art by Luke Ross & Rachelle Rosenberg

## Rubberneck

*The character can lengthen and twist their neck.*

**Power Set:** Plasticity
**Prerequisites:** Flexible Bones 1, Extended Reach 1
**Duration:** Permanent
**Effect:** The character can move their head away from their body, up to their reach, to establish a line of sight to a target.

## Run on Water

*The character can run across water.*

**Power Set:** Super-Speed
**Prerequisites:** Speed Run 2, Rank 3
**Duration:** Permanent
**Effect:** The character can run so that their feet skip across the surface of water. As long as they keep running (even in place), they do not sink.

## Scatter

*The character warns allies to take evasive action.*

**Power Set:** Tactics
**Prerequisites:** Hit the Dirt, Rank 3
**Action:** Reaction
**Trigger:** An enemy in line of sight declares an attack on an ally within earshot.
**Duration:** Instant
**Cost:** 10 Focus
**Effect:** Any allies in earshot can be affected, up to a number equal to the character's rank. Each affected ally can move away from you at half Speed and then fall prone. If this makes the ally an ineligible target for the initial attack, that attack automatically fails.

## Sense Sins

*The character can look into a person's soul.*

**Power Set:** Magic
**Prerequisites:** Cursed
**Action:** Standard
**Duration:** Instant
**Effect:** The character looks into a target's eyes and makes an Ego check against the target's Ego defense. On a success, the character can sense what sorts of horrible things the target has done. On a Fantastic success, they can sense what sorts of horrible things the target intends to do in the immediate future.

## Sense Supernatural

*The character can sense the supernatural.*

**Power Set:** Magic
**Prerequisites:** None
**Action:** Standard
**Duration:** Concentration
**Effect:** The character can reach out with their mind to sense the presence of supernatural people, places or things within 100 spaces per rank. This tells them the location of the supernatural thing and its general status.

If a target or targets wish to remain undetected, the character must make an Ego check and compare it against each target's Vigilance defense. If they succeed, they sense the target. On a Fantastic success, they can also identify if the target is cursed or demonic.

## Shape-Shift

*The character can change forms.*

**Power Set:** None
**Prerequisites:** Disguise, Rank 3
**Action:** Standard or reaction
**Trigger:** The character is attacked or otherwise in danger.
**Duration:** Permanent
**Effect:** The character can change into another form no more than one size bigger or smaller than their regular form.

When in any form, the character has access to the natural abilities of that form. For instance, if they transformed into a bird, they could fly. When transformed into a fish, they can breathe water.

## Shield 1

*The character wields a personal shield.*

**Power Set:** Shield Bearer
**Prerequisites:** None
**Action:** Standard or reaction
**Trigger:** The character is attacked.
**Duration:** Concentration
**Effect:** The character gains Health Damage Reduction 1.

## Shield 2

*The character's shield protects them like a wall.*

**Power Set:** Shield Bearer
**Prerequisites:** Shield 1, Rank 2
**Action:** Standard or reaction
**Trigger:** The character is attacked.
**Duration:** Concentration
**Cost:** 5 Focus
**Effect:** The character gains Health Damage Reduction 2.

## Shield 3

*The character's shield protects better than a tank.*

**Power Set:** Shield Bearer
**Prerequisites:** Shield 2, Rank 4
**Action:** Standard or reaction
**Trigger:** The character is attacked.
**Duration:** Concentration
**Cost:** 15 Focus
**Effect:** The character gains Health Damage Reduction 3.

## Shield 4

*The character's shield protects like a concrete barrier.*

**Power Set:** Shield Bearer
**Prerequisites:** Shield 3, Rank 6
**Action:** Standard or reaction
**Trigger:** The character is attacked.
**Duration:** Concentration
**Cost:** 25 Focus
**Effect:** The character gains Health Damage Reduction 4.

## Shield Bash

*The character bashes a foe with their shield.*

**Power Set:** Shield Bearer
**Prerequisites:** None
**Action:** Standard
**Duration:** Instant
**Effect:** The character makes a close attack on an enemy within their reach. If the attack is a success, the enemy takes regular damage. On a Fantastic success, the enemy takes double damage and is knocked prone.

## Shield Deflection

*The character uses their shield to deflect attacks.*

**Power Set:** Shield Bearer
**Prerequisites:** None
**Action:** Reaction
**Trigger:** The character is the target of an attack against their Agility defense.
**Duration:** Instant
**Effect:** The attack has trouble.

## Shield of the Seraphim

*The character produces a magical shield.*

**Power Set:** Magic
**Prerequisites:** Sorcerous, Rank 3
**Action:** Standard or reaction
**Duration:** Concentration
**Cost:** 10 Focus
**Effect:** The character produces a magical shield that protects them from physical damage. Any attacks against them that do 20 points of damage or less are instantly absorbed, and the protection continues. If an attack does more than 20 points of damage, it destroys the protection. Either way, the character remains unharmed.

## Shield Wall

*The character stands like an impenetrable wall.*

**Power Set:** Shield Bearer
**Prerequisites:** Brace for Impact, Rank 3
**Action:** Movement
**Duration:** Concentration
**Effect:** Attacks against the character have trouble. The character breaks concentration on this power if they use a movement action.

## Shrink 1

*The character thinks small.*

**Power Set:** Resize
**Prerequisites:** None
**Action:** Standard or reaction
**Trigger:** The character is attacked.
**Duration:** Permanent
**Effect:** The character can shrink down to little size. They can return to their normal size at will.

## Shrink 2

*The character becomes even smaller!*

**Power Set:** Resize
**Prerequisites:** Shrink 1
**Action:** Standard or reaction
**Trigger:** The character is attacked.
**Duration:** Permanent
**Effect:** The character can shrink down to tiny size. They can return to their normal size at will.

## Shrink 3

*The character is smaller than an action figure.*

**Power Set:** Resize
**Prerequisites:** Shrink 2
**Action:** Standard or reaction
**Trigger:** The character is attacked.
**Duration:** Permanent
**Effect:** The character can shrink down to miniature size. They can return to their normal size at will.

## Shrink 4

*The character is so small that they're hard to see.*

**Power Set:** Resize
**Prerequisites:** Shrink 3
**Action:** Standard or Reaction
**Trigger:** The character is attacked.
**Duration:** Permanent
**Effect:** The character can shrink down to microscopic size. They can return to their normal size at will.

## Shrinking Dodge

*The character shrinks to avoid an attack.*

**Power Set:** Resize
**Prerequisites:** Shrink 1, Rank 2
**Action:** Reaction
**Trigger:** The character is attacked.
**Duration:** Instant
**Cost:** 5 Focus
**Effect:** The attacker has trouble on the attack.

## Shut Down Powers

*The character removes all of a target's powers!*

**Power Set:** Power Control
**Prerequisites:** Dampen Power, Rank 4
**Action:** Standard
**Duration:** Concentration
**Cost:** 15 or more Focus
**Effect:** The character picks another character within 20 spaces and makes an Ego attack against them. On a success, they remove all of a target's powers.

If the target's powers have costs, the character must pay the highest of them, or a minimum of 15 Focus.

## Silence Area

*An unnatural silence falls over the area.*

**Power Set:** Illusion
**Prerequisites:** Illumination, Rank 2
**Action:** Standard
**Duration:** Concentration
**Cost:** 5 Focus
**Effect:** An area up to 5 spaces wide per the character's rank—centered on anything the character wishes, within 50 spaces—is filled with silence. Those inside the area cannot hear anything, and no one outside of it can hear any noises made inside it. The character must remain within 50 spaces of the area to avoid breaking concentration.

## Silence Self

*Silence falls on the character.*

**Power Set:** Illusion
**Prerequisites:** Illumination, Rank 2
**Action:** Standard
**Duration:** Concentration
**Cost:** 5 Focus
**Effect:** The character makes no noise at all—unless they wish to. They have an edge on Agility checks to sneak past people, and enemies have trouble on Vigilance checks to perceive them.

## Slip Free

*The character is impossible to restrain.*

**Power Set:** Plasticity
**Prerequisites:** None
**Action:** Reaction
**Trigger:** The character is grabbed or pinned.
**Duration:** Instant
**Effect:** The character is not grabbed or pinned.

## Slow-Motion Dodge

*Time seems to slow down for the character, making it easy to dodge enemy attacks.*

**Power Set:** None
**Prerequisites:** None
**Action:** Reaction
**Trigger:** An enemy makes an attack against the character's Agility defense.
**Duration:** Instant
**Effect:** The enemy has trouble on the attack.

## Slow-Motion Shoot-Dodge

*The character dives sideways, weapons blazing, hanging in midair for a split second.*

**Power Set:** Ranged Weapons
**Prerequisites:** Slow-Motion Dodge, Weapons Blazing, Rank 3
**Action:** Standard
**Duration:** Instant + 1 round
**Cost:** 10 Focus
**Effect:** The character splits their attack to make two ranged attacks against separate targets (or they can focus a single attack on a single target). Make a single Agility check and compare it to the targets' Agility defenses. On a success, an affected target takes half regular damage. On a Fantastic success, an affected target takes full damage, and the character can make a bonus attack with this power against any available target, with the same effect.

When the character moves, is moved, or starts their next turn, they instantly fall prone. Until that happens, all attacks against their Agility defense have trouble.

## Smash

*SMASH!*

**Power Set:** Super-Strength
**Prerequisites:** Clobber, Rank 2
**Action:** Standard
**Duration:** Instant
**Cost:** 5 or more Focus
**Effect:** The character makes a close attack with an edge. For this attack, add +1 to the character's Melee damage bonus for every 2 points of Focus they spend. On a success, an affected target takes that total damage. On a Fantastic success, an affected target takes double that total damage and is stunned for one round.

Art by Simone Bianchi

## Snap Shooting

*The character shoots from the hip with deadly speed.*

**Power Set:** Ranged Weapons
**Prerequisites:** None
**Action:** Standard
**Duration:** Instant
**Effect:** The character splits their attack to make two ranged attacks against separate targets (or they can focus a single attack on a single target). Make a single Agility check and compare it to the targets' Agility defenses. On a success, an affected target takes half regular damage. On a Fantastic success, an affected target takes full damage and is bleeding.

## Sniping

*The character takes aim and shoots with deadly accuracy.*

**Power Set:** Ranged Weapons
**Prerequisites:** Rank 2
**Action:** Both standard and movement (character cannot move this turn)
**Duration:** Instant
**Cost:** 5 Focus
**Effect:** The character makes a ranged attack against an enemy at least 20 spaces away. If the attack is a success, the enemy takes regular damage. On a Fantastic success, the enemy takes triple damage instead.

## Speed Blast

*The character fans their arms fast enough to blast a target with a gust of air!*

**Power Set:** Super-Speed
**Prerequisites:** Speed Run 2, Rank 2
**Action:** Standard
**Duration:** Instant
**Range:** 10
**Cost:** 5 Focus
**Effect:** The character makes a ranged attack. If it succeeds, the target is stunned for one round. On a Fantastic success, the character is knocked prone too.

## Speed Run 1

*The character runs as fast as a car!*

**Power Set:** Super-Speed
**Prerequisites:** Rank 2
**Duration:** Permanent
**Effect:** Multiply the character's regular Run Speed by their rank to get their new Run Speed. Outside of combat, they can move three times as fast.

## Speed Run 2

*The character runs as fast as a jet!*

**Power Set:** Super-Speed
**Prerequisites:** Speed Run 1, Rank 3
**Duration:** Permanent
**Effect:** Outside of combat, the character can move up to 50 times as fast as their increased Run Speed.

## Speed Swim

*The character can swim faster than a dolphin!*

**Power Set:** Super-Speed
**Prerequisites:** Rank 2
**Duration:** Permanent
**Effect:** Multiply the character's regular Swim Speed by their rank to get their new Swim Speed. Outside of combat, they can move three times as fast.

## Spider-Dodge

*The character dodges attacks with a spiderlike scuttle.*

**Power Set:** Spider-Powers
**Prerequisites:** None
**Action:** Reaction
**Trigger:** Someone makes an Agility attack against the character.
**Duration:** Instant
**Effect:** The attacker has trouble on the attack. If the attack misses, the character can leap in any direction at their Jump Speed.

## Spider-Pheromones

*The character exudes pheromones that affect those nearby.*

**Power Set:** Spider-Powers
**Prerequisites:** None
**Action:** Standard
**Duration:** Concentration
**Range:** 5 spaces
**Effect:** The character has an edge on Ego (intimidation) checks against people who are not attracted to their gender. They also have an edge on Ego (persuasion) checks against people who are attracted to their gender.

## Spider-Sense

*The character has a sense of danger that tingles when threats are near.*

**Power Set:** Spider-Powers
**Prerequisites:** None
**Duration:** Permanent
**Effect:** The character has an edge on initiative checks and on Vigilance checks to perceive danger. Enemies have trouble on Agility checks against the character's Vigilance defense. The character also gains a permanent +2 bonus to their Agility defense.

## Spider-Strike

*The character strikes in a blur of punches, kicks and webbing.*

**Power Set:** Spider-Powers
**Prerequisites:** None
**Action:** Standard
**Duration:** Instant
**Effect:** The character splits their attack to make two close attacks against separate targets within reach (or they can focus a single attack on a single target). Make a single Melee check and compare it to the targets' Melee defenses. On a success, the affected target takes half regular damage. On a Fantastic success, the affected target takes

Art by Eric Nguyen & Rico Renzi

full damage and is paralyzed by webbing. Breaking free from webbing requires a Melee check (target number 20).

After the attacks, the character may run, jump or climb at half speed for free.

## Spin & Throw

*The character throws a grabbed foe to the ground.*

**Power Set:** Martial Arts
**Prerequisites:** Grappling Technique, Rank 2
**Action:** Reaction
**Trigger:** An enemy the character can pick up is grabbed.
**Duration:** Instant
**Cost:** 5 Focus
**Effect:** The character makes a Melee attack against the grabbed foe. If the attack is a success, the enemy takes regular damage and is knocked prone. On a Fantastic success, the enemy takes double damage and is knocked prone, pinned and stunned for one round.

Either way, the character can move the enemy to any open space within reach.

## Static Illusion

*By manipulating visual light, the character creates a realistic hologram.*

**Power Set:** Illusion
**Prerequisites:** Illumination
**Action:** Standard
**Duration:** Concentration
**Cost:** 5 Focus
**Effect:** The character creates a visual-only illusion anywhere in line of sight, within 50 spaces. The illusion can be of anything up to three sizes larger than the character, but it must be static. The character breaks concentration if they move beyond 50 spaces from the illusion or lose line of sight of it.

## Steal Powers

*The character removes all of a target's powers and takes them for their own!*

**Power Set:** Power Control
**Prerequisites:** Clone Powers, Shut Down Powers, Rank 4
**Action:** Standard or reaction
**Trigger:** The target is grabbed.
**Duration:** Concentration
**Cost:** 15 or more Focus
**Effect:** The character makes an Ego attack against the grabbed target. On a success, they remove all of the target's powers and take them for their own. They can now use those powers as if they were always theirs. If the target's powers have costs, the character must pay the highest of them, or a minimum of 15 Focus.

When the character uses a power, they must pay any cost normally as well.

## Stilt Steps

*The character can stretch their legs like extendable stilts.*

**Power Set:** Plasticity
**Prerequisites:** Extended Reach 1, Rank 2
**Action:** Movement
**Duration:** Instant
**Effect:** The character's Run Speed doubles, as does their Climb Speed.

## Stopping Power

*The character keeps shooting at the target.*

**Power Set:** Ranged Weapons
**Prerequisites:** Double Tap, Rank 2
**Action:** Standard
**Duration:** Instant
**Cost:** 5 Focus
**Effect:** The character makes a ranged attack on an enemy. If the attack is a success, the enemy takes regular damage. On a Fantastic success, the enemy takes double damage, and the character can make another regular ranged attack on the same target.

## Sturdy 1

*The character has protection from physical damage.*

**Power Set:** None
**Prerequisites:** None
**Duration:** Permanent
**Effect:** The character's body is so sturdy that they have Health Damage Reduction 1.

If this power stems from armor or anything else removable—like Iron Man's armor—the character should apply the Tech Reliance trait to it.

## Sturdy 2

*The character is protected as if by steel.*

**Power Set:** None
**Prerequisites:** Sturdy 1, Rank 2
**Duration:** Permanent
**Effect:** The character gains Health Damage Reduction 2.

## Sturdy 3

*The character is protected like a tank.*

**Power Set:** None
**Prerequisites:** Sturdy 2, Rank 4
**Duration:** Permanent
**Effect:** The character gains Health Damage Reduction 3.

## Sturdy 4

*The character is protected like a battleship.*

**Power Set:** None
**Prerequisites:** Sturdy 3, Rank 6
**Duration:** Permanent
**Effect:** The character gains Health Damage Reduction 4.

## Summon Portal

*The character opens a portal between space and dimensions.*

**Power Set:** Magic
**Prerequisites:** Sorcerous, Rank 4
**Action:** Standard
**Duration:** Concentration
**Cost:** 15 Focus
**Effect:** The character opens a glowing portal in a space next to them that teleports anything that enters it between that space and its destination, which forms a matched glowing portal in the other place. This can be between any two points in the Multiverse, as long as the character has seen the destination. Anything can move through the portal in either direction until it is closed, which the character can do at will.

Art by Pepe Larraz & Marte Gracia

## Supernova

*The character blasts out a massive burst of their element.*

**Power Set:** Elemental Control
**Prerequisites:** Elemental Blast, Rank 4
**Action:** Standard
**Duration:** Instant
**Cost:** 15 or more Focus
**Effect:** The character makes an Ego check and compares that against the Resilience defense of every enemy within 10 spaces. For these attacks, add +1 to the character's Melee damage bonus for every 2 points of Focus they spend. On a success, an affected target takes half that total damage. On a Fantastic success, an affected target takes full damage and suffers the elemental type's special effect.

## Suppressive Fire

*The character forces their foes to keep their heads down.*

**Power Set:** Ranged Weapons
**Prerequisites:** None
**Action:** Standard
**Duration:** Instant
**Effect:** The character makes an Agility attack against a target's Vigilance defense. If the attack is a success, apply Health Damage Reduction normally. Any damage taken is then applied to the target's Focus instead. If it's a Fantastic success, the damage is doubled, and if the target takes any Focus damage, they are stunned for one round.

## Swipe Power

*The character removes a target's power and takes it for their own!*

**Power Set:** Power Control
**Prerequisites:** Copy Powers, Dampen Power, Rank 3
**Action:** Standard or reaction
**Trigger:** The target is grabbed.
**Duration:** Concentration
**Cost:** 10 or more Focus
**Effect:** The character makes an Ego attack against the grabbed target. On a success, they remove one of the target's powers and take it for their own. They can now use that power as if it was always theirs. If the power has a cost, the character must pay it or a minimum of 10 Focus.

When the character uses the power, they must pay any cost normally as well.

## Telekinetic Attack

*The character can punch or choke an enemy with their mind.*

**Power Set:** Telekinesis
**Prerequisites:** Telekinetic Manipulation, Rank 2
**Action:** Standard
**Duration:** Concentration
**Range:** Varies
**Cost:** 5 Focus
**Effect:** The character makes a Logic attack against the Melee defense of a target within 5 spaces times the character's rank. If the attack is a success, it inflicts regular damage. On a Fantastic success, the damage is doubled instead, and the target is stunned for one round.

## Telekinetic Barrier

*The character forms a protective barrier with their mind.*

**Power Set:** Telekinesis
**Prerequisites:** Telekinetic Grab, Rank 2
**Action:** Standard
**Duration:** Concentration
**Cost:** 5 Focus
**Effect:** The character forms an invisible barrier in their line of sight and up to 10 spaces away per rank. This covers up to 2 spaces across (vertically/horizontally) per their rank. The character makes a Logic check and compares the results against the Agility defense of any target in the affected spaces. On a success, the character chooses which side of the barrier the target winds up on. On a failure, the target chooses. On a Fantastic success, the target is paralyzed for one round too.

Attacks on the barrier are against the character's Logic defense. Any attacks on it that do 10 points of damage or less are instantly absorbed, and the barrier continues. If an attack does more than 10 points of damage, it destroys the barrier. Either way, the attack leaves those behind the barrier unharmed.

## Telekinetic Crush

*The character mentally squeezes a foe.*

**Power Set:** Telekinesis
**Prerequisites:** Telekinetic Grab, Rank 3
**Action:** Reaction
**Trigger:** The target is grabbed.
**Duration:** Instant
**Cost:** 10 Focus
**Effect:** The character makes a Logic attack against the grabbed target's Resilience defense. If it's a success, the target takes regular damage. On a Fantastic success, the target takes double damage and is pinned.

## Telekinetic Grab

*The character can grab a foe with their mind.*

**Power Set:** Telekinesis
**Prerequisites:** Telekinetic Manipulation, Rank 2
**Action:** Standard
**Duration:** Concentration
**Range:** Varies
**Cost:** 5 Focus
**Effect:** The character makes a Logic attack against the Melee defense of a target within 5 spaces times the character's rank. If the attack is a success, the character grabs the target with their mind. On a Fantastic success, the target can also be pinned. Breaking free requires a successful Melee check against target number 20.

## Telekinetic Manipulation

*The character can handle physical things with their mind.*

**Power Set:** Telekinesis
**Prerequisites:** None
**Action:** Standard
**Duration:** Concentration
**Range:** Varies
**Effect:** The character can manipulate objects in their line of sight with their mind. The maximum range for this

is 5 spaces times the character's rank. If someone tries to prevent the character from taking control of an object, the character makes a Logic check against the opponent's Agility defense.

## Telekinetic Protection 1

*The character uses their mind to physically protect themselves.*

**Power Set:** Telekinesis
**Prerequisites:** Telekinetic Barrier, Rank 2
**Action:** Standard or reaction
**Trigger:** The character is attacked or otherwise in danger.
**Duration:** Concentration
**Cost:** 5 Focus
**Effect:** The character's personal telekinetic field protects them. Any attacks against them that do 10 points of damage or less are instantly absorbed, and the protection continues. If an attack does more than 10 points of damage, it destroys the protection. Either way, the character remains unharmed.

## Telekinetic Protection 2

*The character toughens their mind against physical damage.*

**Power Set:** Telekinesis
**Prerequisites:** Telekinetic Protection 1, Rank 3
**Action:** Standard or reaction
**Trigger:** The character is attacked or otherwise in danger.
**Duration:** Concentration
**Cost:** 10 Focus
**Effect:** The character's personal telekinetic field protects them. Any attacks against them that do 20 points of damage or less are instantly absorbed, and the protection continues. If an attack does more than 20 points of damage, it destroys the protection. Either way, the character remains unharmed.

## Telekinetic Protection 3

*The character's mind protects them like a tank.*

**Power Set:** Telekinesis
**Prerequisites:** Telekinetic Protection 2, Rank 4
**Action:** Standard or reaction
**Trigger:** The character is attacked or otherwise in danger.
**Duration:** Concentration
**Cost:** 15 Focus
**Effect:** The character's personal telekinetic field protects them. Any attacks against them that do 30 points of damage or less are instantly absorbed, and the protection continues. If an attack does more than 30 points of damage, it destroys the protection. Either way, the character remains unharmed.

Art by Frank Quitely, Tim Townsend & HiFi Design

## Telekinetic Protection 4

*The character's mind protects them like a fortress.*

**Power Set:** Telekinesis
**Prerequisites:** Telekinetic Protection 3, Rank 5
**Action:** Standard or reaction
**Trigger:** The character is attacked or otherwise in danger.
**Duration:** Concentration
**Cost:** 20 Focus
**Effect:** The character's personal telekinetic field grants them protection. Any attacks against them that do 40 points of damage or less are instantly absorbed, and the protection continues. If an attack does more than 40 points of damage, it destroys the protection. Either way, the character remains unharmed.

## Telekinetic Reinforcement

*The character reinforces their defenses with their mind.*

**Power Set:** Telekinesis
**Prerequisites:** Telekinetic Protection 1
**Action:** Reaction
**Trigger:** A character using a telekinetic power that grants damage protection is attacked.
**Duration:** Instant
**Cost:** Varies
**Effect:** The character can transfer any Health damage that gets through a telekinetic power that grants damage protection to their Focus instead, leaving the protection intact.

## Telekinetic Sphere

*The character can create a protective sphere with their mind.*

**Power Set:** Telekinesis
**Prerequisites:** Telekinetic Protection 1
**Action:** Standard or reaction
**Trigger:** The character is attacked or otherwise in danger.
**Duration:** Concentration
**Cost:** Same as the character's Telekinetic Protection power
**Effect:** The character envelops themselves—and any chosen people within up to 5 spaces times their rank—in a protective telekinetic sphere.

When the sphere is formed, the character makes a Logic check and compares the results against the Agility defense of unwanted characters in the enclosed spaces. On a success, the character can move any unwanted people within the sphere's perimeter to spaces outside of the sphere. On a Fantastic success, such moved people suffer full damage.

Attacks on the sphere are against the character's Logic defense. Any attacks on the sphere are absorbed as if made against the character's Telekinetic Protection power, and the sphere continues. If an attack does more damage than the character's Telekinetic Protection power can sustain, it destroys the sphere, but no one inside is harmed.

## Telekinetic Toss

*The character can throw a foe around with their mind.*

**Power Set:** Telekinesis
**Prerequisites:** Telekinetic Grab, Rank 3
**Action:** Standard or reaction
**Trigger:** The target is grabbed.
**Duration:** Instant
**Range:** Varies
**Cost:** 10 Focus
**Effect:** The character can telekinetically throw a person that they've telekinetically grabbed at another target. The range for the throw is 5 spaces times the character's rank.

The character makes a Logic check against the target's Agility defense. A failure inflicts regular damage on the thrown person, who falls prone within 1 space of the target. If the attack is a success, the target takes regular damage too. On a Fantastic success, the target is knocked prone as well.

## Telepathic Blast

*The character can mentally blast a foe's mind.*

**Power Set:** Telepathy
**Prerequisites:** Telepathic Link, Rank 2
**Action:** Standard
**Duration:** Instant
**Cost:** 5 Focus
**Effect:** The character makes a Logic attack against a target in line of sight. If the attack is a success, it inflicts regular Focus damage. On a Fantastic success, the target takes double damage instead and is stunned for one round.

## Telepathic Link

*The character can speak with another telepathically.*

**Power Set:** Telepathy
**Prerequisites:** None
**Action:** Standard
**Duration:** Concentration
**Effect:** The character can communicate telepathically with one person at a time, and they must have met or seen the other person before. The communication can be verbal, visual or even more complex, such as imparting location information. There is no limit to the distance of the communication, as long as the character and the target are in the same dimension.

If the other person does not wish to speak with the character, the target can automatically tune them out. To force a telepathic link, the character can make a Logic check against the target's Vigilance defense. On a failure, the character cannot attempt to communicate with the target in this way for the rest of the day. On a success, the character can communicate with the target for one round. On a Fantastic success, the target cannot shut the character out for the rest of the day.

## Telepathic Network

*The character can speak telepathically with a group of people.*

**Power Set:** Telepathy
**Prerequisites:** Telepathic Link, Rank 2
**Action:** Standard
**Duration:** Concentration
**Cost:** 5 Focus
**Effect:** The character can communicate telepathically with a group of willing, linked people, each of whom they have met or seen before. The communication can be verbal, visual or even more complex, such as imparting location information. The group can number up to five people per rank. There is no limit to the distance of the communication, as long as everyone involved is in the same dimension.

## Telepathic Possession

*The character mentally takes over someone else's body.*

**Power Set:** Telepathy
**Prerequisites:** Orders, Rank 5
**Action:** Standard
**Duration:** Concentration
**Cost:** 20 Focus
**Effect:** The character possesses a target with whom they've established a Telepathic Link and who has no Focus left. The character makes a Logic check with trouble against the target's Logic defense. On a success, the character takes over the target's body completely.

The result of the character's check is the target number for any attempts by the target to end the possession. If the character attempts to harm someone with the possessed body, the target gets to make a Logic check to end the possession. If the target has the Heroic tag, they get an edge on the check.

If the character attempts to harm the possessed body, the target gets an edge on the check. If the target has the Heroic tag, they get a double edge.

This power can also be used to transfer the character's mind into an empty-minded target—like a fresh clone or android—permanently. This requires no check, as there is no one in the body to challenge the character's action.

## Teleport 1

*The character teleports someplace else.*

**Power Set:** Teleportation
**Prerequisites:** Blink
**Action:** Standard or movement
**Duration:** Instant
**Effect:** The character teleports into a clear space they can see or have been to, up to 10 times their rank in spaces away. Outside of combat, they can teleport up to 100 times their rank in spaces away.

## Teleport 2

*The character teleports great distances.*

**Power Set:** Teleportation
**Prerequisites:** Teleport 1
**Action:** Standard or movement
**Duration:** Instant
**Effect:** Outside of combat, the character can teleport up to 1,000 times their rank in spaces away.

## Teleport Blind

*The character teleports someplace new to them.*

**Power Set:** Teleportation
**Prerequisites:** Teleport 1, Rank 3
**Action:** Standard or movement
**Duration:** Instant
**Cost:** 15 Focus
**Effect:** The character teleports to someplace they've never been and never seen, up to 10 times their rank in spaces away. Outside of combat, they can teleport up to 100 times their rank in spaces away.

If the character teleports into something solid, they are automatically pushed out of it but take damage from the disruption equal to a standard action check. The damage multiplier is 1 for every space they must move to reach a clear area. If this kills them, their body is trapped inside the material they teleported into.

## Teleport Object

*The character can teleport something else with them.*

**Power Set:** Teleportation
**Prerequisites:** Teleport 1, Rank 3
**Action:** Standard
**Duration:** Permanent

Art by Ibraim Roberson & Jim Charalampidis

**Cost:** 10 Focus
**Effect:** The character can teleport along with them an object within reach as far away as their Teleport power normally allows them.

The object (and things attached to or inside of it) can be up to their rank in sizes bigger than them. For example, if they are Rank 4, the object can be up to four sizes bigger than them.

## Teleport Other

*The character can teleport someone else away.*

**Power Set:** Teleportation
**Prerequisites:** Teleport 2, Rank 4
**Action:** Standard or reaction
**Trigger:** The target is grabbed.
**Duration:** Instant
**Cost:** 15 Focus
**Effect:** The character makes an Ego check against the Vigilance defense of a target they have grabbed. If the check is successful, the character can teleport the target as far away as their Teleport power normally allows them in combat.

If the target winds up in something solid, they are automatically pushed out of it but take damage from the disruption equal to a standard action check. The damage multiplier is 1 for every space they must move to reach a clear area. If this kills them, their body is trapped inside the material they teleported into.

## Teleport Together

*The character can teleport someone they are touching.*

**Power Set:** Teleportation
**Prerequisites:** Teleport 1, Rank 3
**Action:** Standard, movement or reaction
**Trigger:** The target is grabbed.
**Duration:** Instant
**Cost:** 10 Focus
**Effect:** The character teleports, taking any person they are touching with them, into clear spaces they can see or have been to, up to 10 times their rank in spaces away. Outside of combat, they can teleport up to 100 times their rank in spaces away.

If the target does not wish to be teleported, the character must grab them first.

## Teleportal

*The character opens a portal to another place.*

**Power Set:** Teleportation
**Prerequisites:** Teleport 1, Rank 4
**Action:** Standard
**Duration:** Concentration
**Cost:** 15 Focus
**Effect:** The character opens a glowing portal in a space next to them that teleports anything that enters it between that space and its destination, which forms a matched glowing portal in the other place. The other end of the portal must be in a clear space the character can see or has been to, up to 10 times their rank in spaces away. Outside of combat, they can teleport up to 1,000 times their rank in spaces away. Anything can move through the portal in either direction until it is closed, which the character can do at will.

## Thunder

*The character causes a deafening crack of thunder.*

**Power Set:** Weather Control
**Prerequisites:** None
**Action:** Standard
**Duration:** Instant
**Effect:** The character makes an Ego check and compares that against the Resilience defense of every character within 10 spaces. Any character the attack succeeds against is deafened. On a Fantastic success, the character is also stunned for one round.

## Time-Out

*The character freezes time.*

**Power Set:** Omniversal Travel
**Prerequisites:** Instant Replay, Rank 4
**Action:** Standard or reaction
**Trigger:** The character or an ally is attacked.
**Duration:** 1 round per rank.
**Cost:** 15 Focus
**Effect:** The character freezes time for everyone but themselves. During this period, they can act normally while everyone else seems to be frozen in place.

## Time-Out Bubble

*The character and allies step out of time.*

**Power Set:** Omniversal Travel
**Prerequisites:** Time-Out, Rank 4
**Action:** Standard or reaction
**Trigger:** The character or an ally is attacked.
**Duration:** 1 round per rank.
**Cost:** 15 Focus
**Effect:** The character creates a time bubble that affects themselves and any chosen allies within 1 space per rank. Within the bubble, the character and those allies can act normally while everyone else seems to be frozen in place.

## Time-Out Tag

*The character freezes a person or thing in time.*

**Power Set:** Omniversal Travel
**Prerequisites:** Time-Out, Rank 4
**Action:** Standard or reaction
**Trigger:** The character or an ally is attacked.
**Duration:** 1 round per rank.
**Cost:** 15 Focus
**Effect:** The character freezes time for one person or thing within their reach. Everything and everyone else can act normally. If the target does not wish to be frozen, the character must grab them first.

## Time Portal

*The character opens a portal in time.*

**Power Set:** Omniversal Travel
**Prerequisites:** Time Travel Together, Rank 4
**Action:** Standard
**Duration:** Concentration
**Cost:** 15 Focus

**Effect:** The character opens a glowing portal in a space next to them that moves anything that enters it between that space and its destination, which forms a matched glowing portal in the other place. The other end of the portal must be in a clear space in another period of time, in roughly the same place. Anything can move through the portal in either direction until it is closed, which the character can do at will.

## Time Travel

*The character moves from one time to another.*

**Power Set:** Omniversal Travel
**Prerequisites:** Rank 3
**Action:** Standard or movement
**Duration:** Instant
**Cost:** 10 Focus
**Effect:** The character instantly moves from their current time to another time—for instance, from the present to 1962. When they move to the other time, they can arrive in any place they've been to before. Otherwise, they arrive at the closest available corresponding space in the other time.

## Time Travel Other

*The character sends someone to another time.*

**Power Set:** Omniversal Travel
**Prerequisites:** Time Travel, Rank 4
**Action:** Standard, movement or reaction
**Trigger:** The target is grabbed.
**Duration:** Instant
**Cost:** 15 Focus
**Effect:** The character makes an Ego check against the Vigilance defense of a target they have grabbed. If the check is successful, the character can send the target to another time. The target can be sent to any location in that time that the character has been to before. Otherwise, the target arrives at the closest available corresponding space in the other time.

## Time Travel Together

*The character brings someone with them to another time.*

**Power Set:** Omniversal Travel
**Prerequisites:** Time Travel, Rank 3
**Action:** Standard, movement or reaction
**Trigger:** The target is grabbed.
**Duration:** Instant
**Cost:** 10 Focus
**Effect:** The character moves to a different time, taking any person they are touching with them. If the target does not wish to come along, the character must grab them first.

When they move to the other time, they can arrive in any place they've been to before. Otherwise, they arrive at the closest available corresponding space in the other time.

## Uncanny 1

*The character has protection against mental assaults.*

**Power Set:** None
**Prerequisites:** None
**Duration:** Permanent
**Effect:** Any damage multiplier for attacks against the character's Focus is reduced by 1. If this power is part of a battle suit, the power is integrated into a removable helmet. Otherwise, it's a part of the character.

If this power stems from armor or anything else removable—like Magneto's helmet—the character should apply the Tech Reliance trait to it.

## Uncanny 2

*The character's mind is protected as if by steel.*

**Power Set:** None
**Prerequisites:** Uncanny 1, Rank 2
**Duration:** Permanent
**Effect:** Any damage multiplier for attacks against the character's Focus is reduced by 2.

## Uncanny 3

*The character's mind is protected like a tank.*

**Power Set:** None
**Prerequisites:** Uncanny 2, Rank 4
**Duration:** Permanent
**Effect:** Any damage multiplier for attacks against the character's Focus is reduced by 3.

## Uncanny 4

*The character's mind is protected like a battleship.*

**Power Set:** None
**Prerequisites:** Uncanny 3, Rank 6
**Duration:** Permanent
**Effect:** Any damage multiplier for attacks against the character's Focus is reduced by 4.

## Unflappable Poise

*The character can dodge most close attacks.*

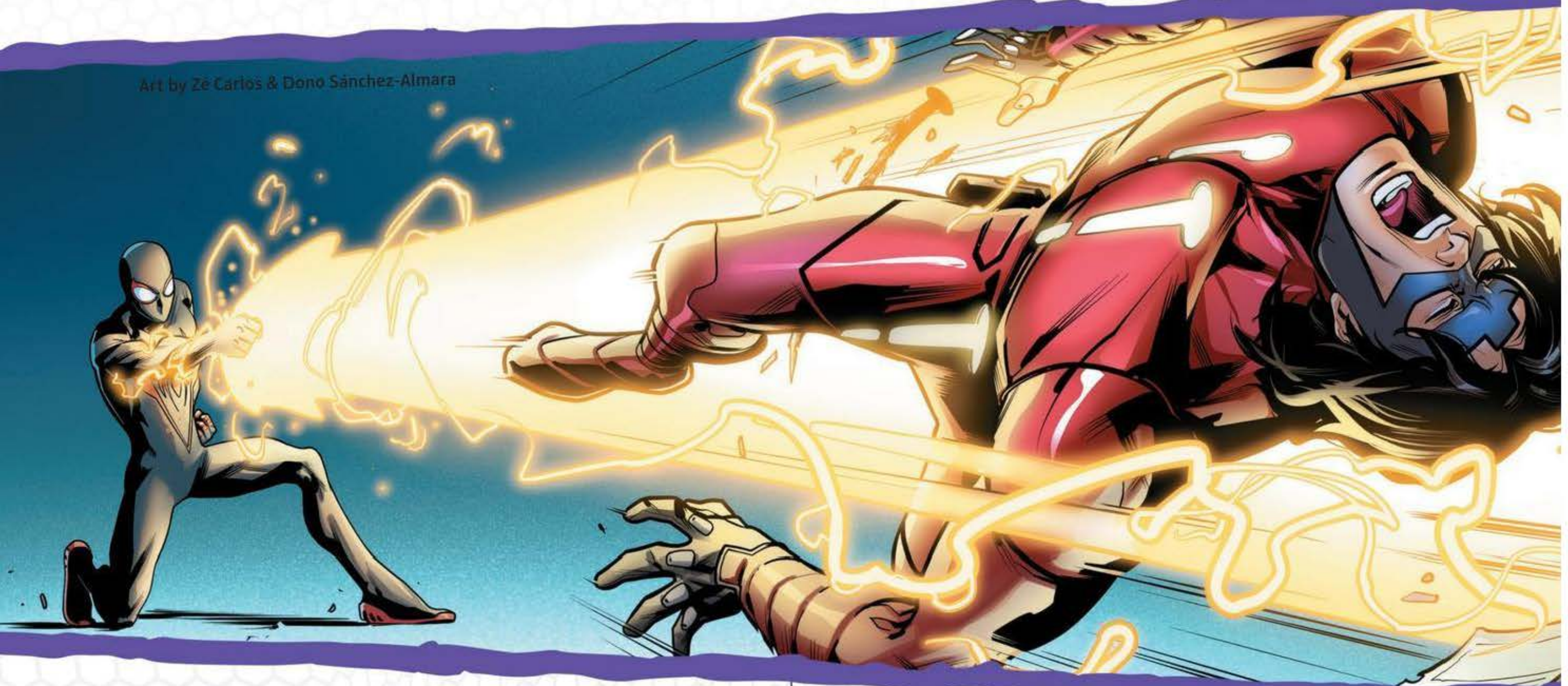
**Power Set:** Martial Arts
**Prerequisites:** Defense Stance, Rank 3
**Duration:** Permanent
**Effect:** Any close attacks against the character have trouble. While they use Defense Stance, such attacks have double trouble.

## Unrelenting Smash

*The character smashes everything in reach.*

**Power Set:** Super-Strength
**Prerequisites:** Ground-Shaking Stomp, Mighty 2, Rank 4
**Action:** Standard
**Duration:** Instant
**Cost:** 15 Focus
**Effect:** The character makes a Melee check and compares it against the Melee defense of every enemy within their reach. Any enemy the attack succeeds against takes half regular damage. On a Fantastic success, those enemies take full regular damage and are knocked prone instead.

The character may then pay 15 more Focus to do the same thing again—before which they can move up to half their speed with anything left from their normal movement action. They can keep doing this until they run out of speed or Focus. Each target can be affected by this attack by this character only once per round.



Art by Zé Carlos & Dono Sánchez-Almara

## Unstoppable Assault

*The character hews a path through their foes.*

**Power Set:** Melee Weapons
**Prerequisites:** Furious Attacks, Focused Fury, Rank 4
**Action:** Standard
**Duration:** Instant
**Cost:** 15 Focus
**Effect:** The character makes a Melee check and compares that against the Melee defense of every enemy within their reach. Any enemy the attack succeeds against takes half regular damage. On a Fantastic success, those enemies take full regular damage instead and suffer the weapon's special effect.

The character may then pay 15 more Focus to do the same thing again—before which they can move up to half their Speed with whatever is left from their normal movement action. They can keep doing this until they run out of Speed or Focus. Each target can only be affected by this attack by this character once per round.

## Untouchable Position

*The character's enemies struggle to gang up on them.*

**Power Set:** Martial Arts
**Prerequisites:** Counterstrike Technique, Rank 3
**Duration:** Permanent
**Effect:** If the character is attacked, all other close attacks against them have trouble until the start of their next turn.

## Vapors of Valtorr

*The character weaves an inky mist that can attack those inside it.*

**Power Set:** Magic
**Prerequisites:** Sorcerous, Rank 3
**Action:** Standard
**Duration:** Concentration
**Cost:** 10 Focus
**Effect:** The character creates an inky mist for up to 25 spaces per rank around them that blocks all line of sight beyond 5 spaces. On later turns, the character can have the mist attacks one target at a time. Make an Ego check against the target's Vigilance defense. On a success, the attack does regular damage. On a Fantastic success, it does double damage and blinds the target for one turn.

## Venom Blast

*The character unleashes a bioelectric shock.*

**Power Set:** Spider-Powers
**Prerequisites:** None
**Action:** Standard
**Duration:** Instant
**Range:** 5 spaces
**Effect:** The character makes a ranged attack. If the attack is a success, it does regular damage. On a Fantastic success, the attack does double damage, and if the target suffers any actual damage, they are also stunned for one round.

## Vicious Attack

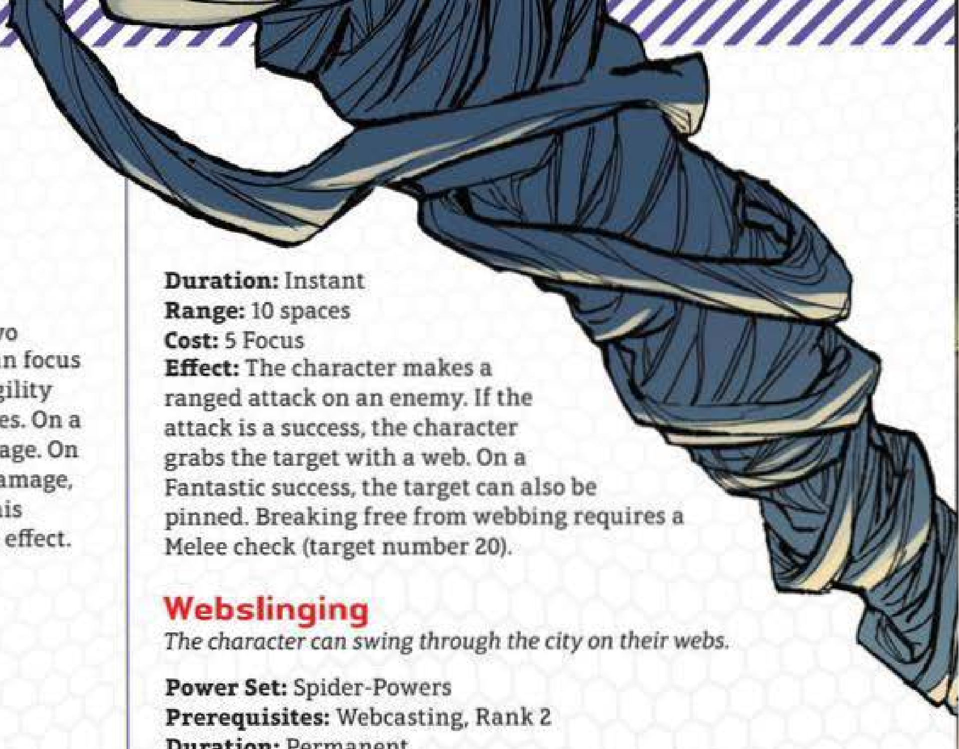
*The character strikes a felling blow.*

**Power Set:** Melee Weapons
**Prerequisites:** None
**Action:** Standard
**Duration:** Instant
**Effect:** The character makes a close attack. If the attack is a success, the enemy takes regular damage. On a Fantastic success, the enemy takes double damage and suffers the weapon's special effect.

## Wallcrawling

*The character can climb like a spider.*

**Power Set:** Spider-Powers
**Prerequisites:** None
**Duration:** Permanent
**Effect:** The character can climb at a speed equal to their regular speed. Under normal conditions, they never lose their grip, no matter the angle of the surface.



## Weapons Blazing

*The character blazes away at two foes at once.*

**Power Set:** Ranged Weapons
**Prerequisites:** Snap Shooting
**Action:** Standard
**Duration:** Instant
**Effect:** The character splits their attack to make two ranged attacks against separate targets (or they can focus a single attack on a single target). Make a single Agility check and compare it to the targets' Agility defenses. On a success, the affected target takes half regular damage. On a Fantastic success, the affected target takes full damage, and the character can make a bonus attack with this power against any available target, with the same effect.

## Weather Chill

*The character cools things down.*

**Power Set:** Weather Control
**Prerequisites:** None
**Action:** Standard
**Duration:** Concentration
**Effect:** The temperature in an area roughly a mile across falls as low as 0°F.

## Weather Warm

*The character heats things up.*

**Power Set:** Weather Control
**Prerequisites:** None
**Action:** Standard
**Duration:** Concentration
**Effect:** The temperature in an area roughly a mile across climbs as high as 100°F.

## Webcasting

*The character can snare a target in a web.*

**Power Set:** Spider-Powers
**Prerequisites:** None
**Action:** Standard
**Duration:** Instant
**Range:** 10 spaces
**Effect:** The character makes a ranged attack on an enemy. If the attack is a success, the web paralyzes the enemy. On a Fantastic success, the enemy is also pinned. Breaking free from webbing requires a Melee check (target number 20).

## Webgliding

*The character can glide through the air on their webbing.*

**Power Set:** Spider-Powers
**Prerequisites:** Webcasting, Rank 2
**Duration:** Permanent
**Effect:** The character gains the Glide movement mode, with a speed equal to double their Run Speed.

## Webgrabbing

*The character snares a foe in a web.*

**Power Set:** Spider-Powers
**Prerequisites:** Webcasting, Rank 2
**Action:** Standard
**Duration:** Instant
**Range:** 10 spaces
**Cost:** 5 Focus
**Effect:** The character makes a ranged attack on an enemy. If the attack is a success, the character grabs the target with a web. On a Fantastic success, the target can also be pinned. Breaking free from webbing requires a Melee check (target number 20).

## Webslinging

*The character can swing through the city on their webs.*

**Power Set:** Spider-Powers
**Prerequisites:** Webcasting, Rank 2
**Duration:** Permanent
**Effect:** The character gains the swingline movement mode, with a Speed equal to triple their Run Speed. The reach of their swingline is equal to their Swingline Speed.

## Webtrapping

*The character creates a giant web to trap those within it.*

**Power Set:** Spider-Powers
**Prerequisites:** Webgrabbing, Rank 3
**Action:** Standard
**Duration:** The character's rank times 15 minutes
**Cost:** 10 Focus
**Effect:** The character fills up to 5 spaces with sticky webs, and the affected spaces are considered difficult terrain. Any creature that starts its turn in or moves into an affected space must make an Agility check (target number 20) or be paralyzed by the webbing. Breaking free from webbing requires a Melee check (target number 20).

## Whirling Frenzy

*The character assaults a foe with a tornado of whirling attacks.*

**Power Set:** Melee Weapons
**Prerequisites:** Fast Attacks, Rank 2
**Action:** Standard
**Duration:** Instant
**Cost:** 5 Focus
**Effect:** The character makes an Agility check and compares it against the Agility defense of every enemy within their reach. If an attack is a success, the enemy takes half regular damage. On a Fantastic success, the enemy takes full damage and suffers the weapon's special effect.

## Winds of Watoomb

*The character creates swirling winds for protection.*

**Power Set:** Magic
**Prerequisites:** Sorcerous, Rank 2
**Action:** Standard or reaction
**Trigger:** Damage gets through the Shield of the Seraphim

Art by Sara Pichelli & Justin Ponsor

**Duration:** Instant
**Cost:** 10 Focus
**Effect:** The character conjures swirling winds that they control. All movement by a foe within 10 spaces per the character's rank is cut in half.

The character can also use this spell to push away smoke, mist or fog. If such a thing was created by a power, the character makes an Ego check with an edge against the Ego defense of the opposing controller. On a success, the controller's power ends. On a Fantastic success, the controller is knocked prone.

Additionally, the Winds of Watoomb can be used to reinforce the Shield of the Seraphim. The character can transfer any Health damage that gets through the Shield of the Seraphim's protection to their Focus instead, leaving the Shield of the Seraphim intact.

## Wisdom

*The character not only has brains but knows when to use them.*

**Power Set:** None
**Prerequisites:** None
**Duration:** Permanent
**Effect:** The character can use their Ego defense score against Logic attacks too.

## Wisecracker

*The character irritates a foe with their sharp wit.*

**Power Set:** None
**Prerequisites:** None
**Action:** Reaction
**Trigger:** The character succeeds in an attack on an enemy in earshot, or an enemy in earshot fails an attack on them.
**Duration:** Instant
**Effect:** The character cracks a joke at the enemy's expense. Make an Ego attack. On a success, it does regular Focus damage. On a Fantastic success, the damage is doubled, and the target is stunned for one round.

# 8

# CHARACTERS

**One of the biggest things that makes the** *Marvel Multiverse Role-Playing Game* a Marvel game is that you get to use Marvel characters. This chapter contains profiles for over a hundred characters for use in your game.

While that's a great start, it's impossible to fit everyone's favorite characters in a book this size. Look for more profiles in future adventures and expansions.

## USING THE PROFILES

Both players and Narrators can make use of the profiles in this chapter.

### Picking Heroes

If you're a player in search of a hero, you can just find a profile of the right rank, copy it over to a character sheet and you're ready to play. If you know the game really well, you might even be able to play straight off of the profile.

If other players want to play the same character, consult your Narrator to see what you should do. Maybe you can play variants of the same character. They could be clones, copies or visitors from alternate universes.

### Picking Villains

If you're a Narrator, note that while this chapter features lots of heroes, there are plenty of villains in it as well. These are ready to use in your adventures.

Players might want to take a villain and play them as a hero. This sort of thing happens in the comics all the time, so go ahead and let them. Conversely, you can also take heroes and use them as villains in your game.

## CHANGING THE PROFILES

You don't have to use the profiles as written. Feel free to alter them to suit your needs.

### Heroes of the Moment

Most of the profiles feature the characters as they are at the present moment in Marvel comics, but there are some exceptions. Echo, for instance, is shown here before she becomes a host for the Phoenix Force. Others might be dead or missing at the moment, in which case the profile is for their most recent appearance.

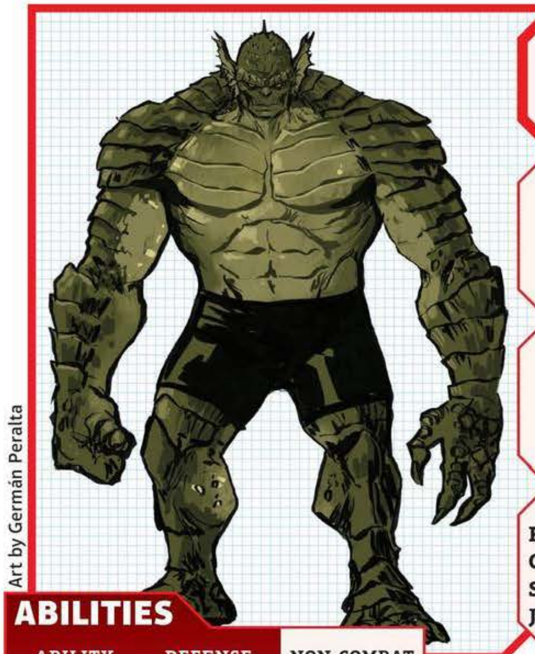
Of course, the characters and their stories constantly evolve in Marvel comics, so some of these profiles might become out of date. If that happens, feel free to alter what's here to fit.

### Tailoring Profiles

You might feel that some of the characters are overpowered or maybe underappreciated as they're shown here. That's no surprise. Marvel fans differ in their opinions on such matters all the time.

Feel free to use these profiles as a base and tailor them to fit your own needs and opinions. With a little work, it's easy to add to or subtract from a hero's rank. When you do, just add or take from their abilities, powers and so on—just like you would with a character of your own creation—until they work the way you prefer.

# ABOMINATION (EMIL BLONSKY)



Art by Germán Peralta

| RANK | KARMA |
|---|---|
| 5 | — |

| HEALTH | DAMAGE REDUCTION |
|---|---|
| 240 | −3 |

| FOCUS | DAMAGE REDUCTION |
|---|---|
| 90 | — |

**SPEED**
**Run:** 6
**Climb:** 3
**Swim:** 3
**Jump:** 30

**INITIATIVE MODIFIER** +3

## ABILITIES

| | ABILITY SCORE | DEFENSE SCORE | NON-COMBAT CHECKS |
|---|---|---|---|
| MELEE | 8 | 17 | +11 |
| AGILITY | 3 | 18 | +3 |
| RESILIENCE | 8 | 18 | +8 |
| VIGILANCE | 3 | 13 | +3 |
| EGO | 3 | 13 | +3 |
| LOGIC | 4 | 14 | +4 |

## DAMAGE

| | dMarvel | MULTIPLIER | | ABILITY |
|---|---|---|---|---|
| MELEE | MARVEL × | 8 | + | 8 |
| AGILITY | MARVEL × | 5 | + | 3 |
| EGO | MARVEL × | 5 | + | 3 |
| LOGIC | MARVEL × | 5 | + | 4 |

## TRAITS & TAGS

### TRAITS
- Abrasive
- Berserker
- Big (Reach 2)
- Bloodthirsty
- **Connections:** Espionage
- Enduring Constitution
- Leverage
- Weird

### TAGS
- Black Market Access
- Extreme Appearance
- Green Door
- **Immunity:** Gamma Radiation
- **Linguist:** English, Russian
- Public Identity
- Radioactive
- Villainous

## BIOGRAPHY

**Real Name:** Emil Blonsky
**Height:** 6'8" **Weight:** 980 lbs. **Gender:** Male
**Eyes:** Green **Hair:** Bald **Size:** Big
**Distinguishing Features:** Green, scaly skin, webbed ears, two massive toes per foot
**Occupation:** Spy
**Origin:** Weird Science: Gamma Mutate
**Teams:** Thunderbolts, Project Green Spring
**Base:** Secret

### HISTORY

While infiltrating a U.S. Air Force base in New Mexico on orders from the Russian government, Emil Blonksy came across an experimental gamma device developed by Bruce Banner. Blonsky allowed himself to be bombarded by gamma rays, permanently transforming him into the green-skinned Abomination, a monstrosity with powers rivaling Banner's own as the Hulk.

Blonsky considers the Hulk a public menace and a threat to his own considerable power. In the years since his transformation, he has largely dedicated himself to destroying the Hulk and anyone who associates with him. Blonksy has returned from certain death multiple times, only to continue pursuing the Hulk.

### PERSONALITY

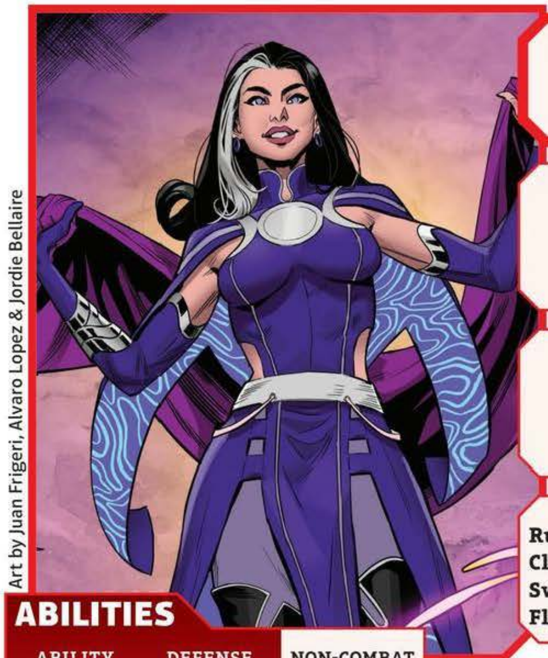
As the Abomination, Blonsky is highly intelligent and coherent, much unlike the Hulk often is. He's also a self-assured egomaniac who is abusive even to those closest to him. He desires the death of the Hulk so that he can prove his physical and mental superiority. Blonsky is rarely reasonable, except on the rare occasion when he has to deal with someone clearly more powerful than himself.

## POWERS

### BASIC
- Brawling
- Combat Trickery
- Healing Factor
- Mighty 3
- Sturdy 3

### SUPER-STRENGTH
- Banging Heads
- Clobber
- Crushing Grip
- Ground-Shaking Stomp
- Immovable
- Jump 3
- Quick Toss
- Smash
- Unrelenting Smash

## AGATHA HARKNESS



Art by Juan Frigeri, Alvaro Lopez & Jordie Bellaire

| | |
|---|---|
| RANK | 5 |
| KARMA | — |
| HEALTH | 60 |
| DAMAGE REDUCTION | — |
| FOCUS | 150 |
| DAMAGE REDUCTION | — |
| INITIATIVE MODIFIER | +6 |

SPEED
**Run:** 5
**Climb:** 3
**Swim:** 3
**Flight:** 25

### ABILITIES

| | ABILITY SCORE | DEFENSE SCORE | NON-COMBAT CHECKS |
|---|---|---|---|
| MELEE | 1 | 11 | +1 |
| AGILITY | 4 | 14 | +4 |
| RESILIENCE | 2 | 12 | +2 |
| VIGILANCE | 5 | 15 | +5 |
| EGO | 8 | 18 | +10 |
| LOGIC | 5 | 15 | +5 |

### DAMAGE

| | dMarvel | MULTIPLIER | | ABILITY |
|---|---|---|---|---|
| MELEE | MARVEL × | 5 | + | 1 |
| AGILITY | MARVEL × | 5 | + | 4 |
| EGO | MARVEL × | 7 | + | 8 |
| LOGIC | MARVEL × | 5 | + | 5 |

## BIOGRAPHY

**Real Name:** Agatha Harkness
**Height:** 5'11" **Weight:** 130 lbs. **Gender:** Female
**Eyes:** Blue **Hair:** Gray **Size:** Average
**Distinguishing Features:** None
**Occupation:** Educator
**Origin:** Magic: Sorcery
**Teams:** Daughters of Liberty, Department of the Uncanny, Strange Academy
**Base:** Mobile

### HISTORY

Agatha Harkness has been a practicing witch all her long life, stretching back tens of thousands of years. Her modern history begins in the 17th century when, following the Salem witch trials, she formed the town of New Salem as a sanctuary for persecuted magic users.

At some point in the 20th century, Harkness' long life began to catch up with her. She retired from New Salem and found a second calling as a governess for a young Franklin Richards, regularly assisting the Fantastic Four on their adventures.

More recently, she has returned to a place of prominence in the magical community, acting as a teacher and a guide for young students at Strange Academy.

### PERSONALITY

Harkness is generally a warm and inviting person, although she can be a bit overzealous. She's harshest with the students from which she expects the most. If she has one flaw, it's her assuredness that she knows best.

## TRAITS & TAGS

### TRAITS

- **Connections:** Community
- Font of Information
- Glibness
- Iron Will
- Leverage
- Out of Shape
- Public Speaking
- Presence

### TAGS

- Hounded
- Public Identity
- Sorcerous
- Supernatural

## POWERS

### BASIC

- Discipline 2
- Flight 1

### MAGIC

- Astral Form
- Bolts of Balthakk
- Crimson Bands of Cyttorak
- Dispel Spell
- Flames of the Faltine
- Icy Tendrils of Ikthalon
- Images of Ikonn
- Mists of Munnopor
- Shield of the Seraphim (20 points to shatter)
- Summon Portal
- Vapors of Valtorr
- Winds of Watoomb

### TELEKINESIS

- Telekinetic Manipulation

### TELEPATHY

- Edit Memory
- ESP
- Memory Blip
- Telepathic Blast
- Telepathic Link
- Telepathic Network

# AGENT PHIL COULSON

Art by Ed McGuinness, Cory Smith, Mark Morales, Scott Hanna, Karl Kesel

**RANK** 2

**KARMA** —

**HEALTH** 30

**DAMAGE REDUCTION** —

**FOCUS** 30

**DAMAGE REDUCTION** —

**SPEED**
**Run:** 5
**Climb:** 3
**Swim:** 3
**Jump:** 3

**INITIATIVE MODIFIER** +1

## ABILITIES

| | ABILITY SCORE | DEFENSE SCORE | NON-COMBAT CHECKS |
|---|---|---|---|
| MELEE | 2 | 12 | +2 |
| AGILITY | 3 | 13 | +4 |
| RESILIENCE | 1 | 11 | +1 |
| VIGILANCE | 1 | 11 | +1 |
| EGO | 2 | 12 | +2 |
| LOGIC | 1 | 12 | +1 |

## DAMAGE

| | dMarvel | MULTIPLIER | | ABILITY |
|---|---|---|---|---|
| MELEE | × | 2 | + | 2 |
| AGILITY | × | 3 | + | 3 |
| EGO | × | 2 | + | 2 |
| LOGIC | × | 2 | + | 1 |

## TRAITS & TAGS

### TRAITS
- Combat Expert
- Determination
- Eidetic Memory
- Interrogation
- Investigation

### TAGS
- Authority
- Backup
- **Headquarters:** S.H.I.E.L.D. Helicarrier
- Public Identity
- **Signature Weapon:** Pistol

## BIOGRAPHY

**Real Name:** Phillip "Phil" Coulson
**Height:** 6' **Weight:** 203 lbs. **Gender:** Male
**Eyes:** Brown **Hair:** Brown **Size:** Average
**Distinguishing Features:** None
**Occupation:** Law Enforcer
**Origin:** Special Training
**Teams:** Power Elite, S.H.I.E.L.D., Secret Avengers
**Base:** S.H.I.E.L.D. Helicarrier

### HISTORY

From an early age, Phil Coulson was a massive super-hero fan. Over the course of decades, he has built a thorough database of all existing superhumans, including information on their strengths, abilities and weaknesses.

As a young adult, Coulson joined the U.S. Army Rangers, where he fought alongside an equally young Nick Fury Jr. After their time in the service, both men decided to join up with S.H.I.E.L.D. Coulson's leadership skills quickly earned him the rank of Special Ops Supreme Commander.

In recent years, Coulson has taken a more villainous turn, dedicating himself to ridding the world of the heroes he admired for so long.

### PERSONALITY

While considered fun and personable by his allies, Coulson is nonetheless a strict and serious field commander, not to mention a formidable combatant. Having worked in intelligence for so long, he is accustomed to keeping big secrets.

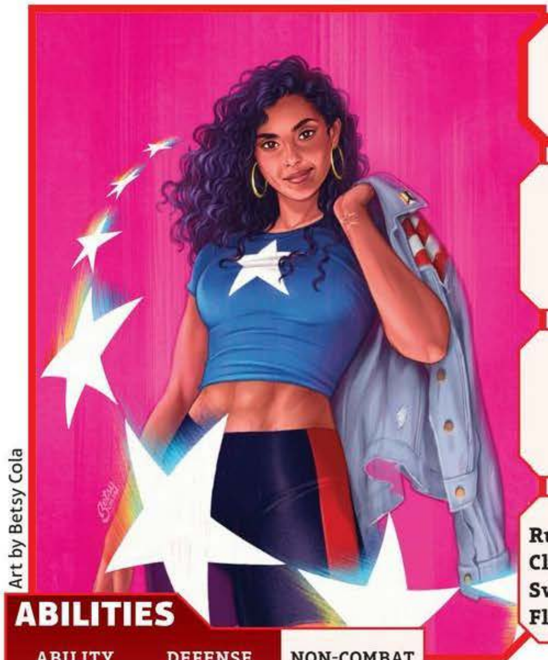
## POWERS

### BASIC
- Accuracy 1
- Inspiration

### RANGED WEAPONS
- Double Tap
- Snap Shooting
- Suppressive Fire
- Weapons Blazing

### TACTICS
- Battle Plan
- Keep Moving

# AMERICA CHAVEZ



Art by Betsy Cola

|  |  |
|---|---|
| RANK | 5 |
| KARMA | 5 |
| HEALTH | 120 |
| DAMAGE REDUCTION | −2 |
| FOCUS | 90 |
| DAMAGE REDUCTION | — |
| INITIATIVE MODIFIER | +3E |

**SPEED**

**Run:** 30

**Climb:** 15

**Swim:** 15

**Flight:** 30

## ABILITIES

| ABILITY SCORE | DEFENSE SCORE | NON-COMBAT CHECKS |
|---|---|---|
| 6 MELEE | 16 | +9 |
| 7 AGILITY | 17 | +7 |
| 4 RESILIENCE | 14 | +4 |
| 3 VIGILANCE | 13 | +3 |
| 4 EGO | 14 | +4 |
| 2 LOGIC | 12 | +2 |

## DAMAGE

|  | dMarvel | MULTIPLIER |  | ABILITY |
|---|---|---|---|---|
| MELEE | dMarvel × | 8 | + | 6 |
| AGILITY | dMarvel × | 5 | + | 7 |
| EGO | dMarvel × | 5 | + | 4 |
| LOGIC | dMarvel × | 5 | + | 2 |

## TRAITS & TAGS

### TRAITS

- Combat Expert
- **Connections:** Super Heroes
- Extra Occupation
- Fearless
- Glibness
- Investigation
- Quick Learner
- Situational Awareness
- Weird

### TAGS

- Black Market Access
- Heroic
- Hounded
- **Mentor:** Professor Douglas
- **Obligation:** School
- Public Identity

## BIOGRAPHY

**Real Name:** America Chavez

**Height:** 6' **Weight:** 165 lbs. **Gender:** Female

**Eyes:** Brown **Hair:** Black **Size:** Average

**Distinguishing Features:** Star tattoos on wrists

**Occupation:** Adventurer, Student

**Origin:** Weird Science

**Teams:** Thunderbolts, Ultimates, Young Avengers

**Base:** Mobile

### HISTORY

America Chavez was born with Edges Syndrome, a mysterious and deadly genetic illness. Out of desperation, America's mothers allowed a reclusive mad scientist and billionaire by the name of Mr. Gales to experiment upon America.

Gales' experiments cured America's illness but also gave her the power to open extradimensional portals. Seeking to use this power for himself, Gales murdered America's mothers. Only by sheer luck did America herself manage to escape Gales' clutches.

Stricken with amnesia, the wandering young America was adopted by a kindly couple in Washington Heights. As years passed, America slowly regained her memories and her powers. In honor of her dead parents, America vowed to protect the powerless.

### PERSONALITY

Despite the traumatic events she experienced as a child, America remains a deeply empathetic and passionate crimefighter. As one of the most powerful young heroes in the world, she's proven herself as an effective team leader.

## POWERS

### BASIC

- Environmental Protection
- Flight 2
- Mighty 3
- Sturdy 2

### OMNIVERSAL TRAVEL

- Multiversal Portal
- Multiversal Travel
- Multiversal Travel Together
- Time Portal
- Time Travel
- Time Travel Together

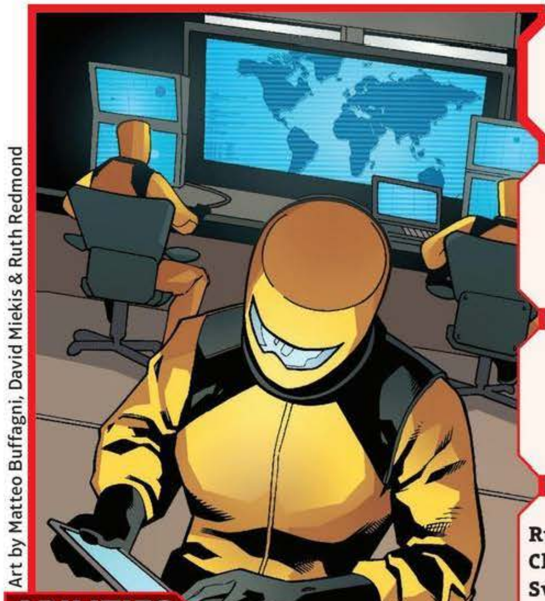
### SUPER-SPEED

- Blazing-Fast Fists
- Blur
- Speed Run 2

### SUPER-STRENGTH

- Clobber
- Ground-Shaking Stomp
- Smash

# A.I.M. AGENT



Art by Matteo Buffagni, David Miekis & Ruth Redmond

| RANK | KARMA |
|---|---|
| 1 | — |

| HEALTH | DAMAGE REDUCTION |
|---|---|
| 10 | — |

| FOCUS | DAMAGE REDUCTION |
|---|---|
| 60 | — |

**SPEED**
**Run:** 5
**Climb:** 3
**Swim:** 3
**Jump:** 3

| INITIATIVE MODIFIER |
|---|
| +1 |

## ABILITIES

| | ABILITY SCORE | DEFENSE SCORE | NON-COMBAT CHECKS |
|---|---|---|---|
| MELEE | 0 | 10 | 0 |
| AGILITY | 1 | 12 | +2 |
| RESILIENCE | 0 | 10 | 0 |
| VIGILANCE | 1 | 11 | +1 |
| EGO | 1 | 11 | +1 |
| LOGIC | 3 | 13 | +4 |

## DAMAGE

| | dMarvel | | MULTIPLIER | | ABILITY |
|---|---|---|---|---|---|
| MELEE | dMarvel | × | 1 | + | 0 |
| AGILITY | dMarvel | × | 2 | + | 1 |
| EGO | dMarvel | × | 1 | + | 1 |
| LOGIC | dMarvel | × | 2 | + | 3 |

## BIOGRAPHY

**Real Name:** Varies
**Height:** Varies **Weight:** Varies **Gender:** Varies
**Eyes:** Varies **Hair:** Varies **Size:** Average
**Distinguishing Features:** Bright yellow beekeeper-esque hazmat uniforms.
**Occupation:** Scientist
**Origin:** High Tech
**Teams:** A.I.M.
**Base:** A.I.M. Island

### HISTORY

Founded during World War II, Advanced Idea Mechanics (aka A.I.M.) was created by regular Nick Fury nemesis and Hydra leader Baron Von Strucker. A.I.M. was initially intended to be nothing more than a scientific wing for Hydra, but the organization could not long be kept under Hydra control.

A.I.M. agents are highly intelligent scientific terrorists who desire nothing more than complete world domination. In pursuit of this goal, A.I.M. has aligned itself with countless super villains. As an organization, they are responsible for the creation of many of the most dangerous weapons in existence, including the Cosmic Cube and M.O.D.O.K.

### PERSONALITY

A.I.M. scientists are typically power-hungry outsiders to the scientific community—intelligent people furious that the world does not revere their brilliance. They seek to take revenge on a society that refuses to treat them as kings.

## TRAITS & TAGS

### TRAITS

- Battle Ready
- Inventor
- Tech-Reliance
- Scientific Expertise

### TAGS

- Lab Access
- Secret Identity
- Villainous

## POWERS

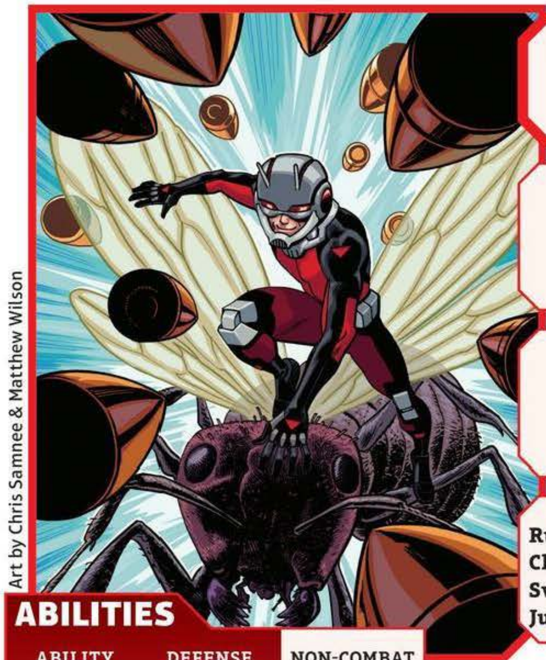
### BASIC

- Accuracy 1
- Brilliance 1

### ELEMENTAL CONTROL (ENERGY)

- Elemental Burst

# ANT-MAN



Art by Chris Samnee & Matthew Wilson

| RANK | KARMA |
|---|---|
| 3 | 3 |

| HEALTH | DAMAGE REDUCTION |
|---|---|
| 60 | — |

| FOCUS | DAMAGE REDUCTION |
|---|---|
| 90 | — |

**SPEED**

**Run:** 5
**Climb:** 3
**Swim:** 3
**Jump:** 3

**INITIATIVE MODIFIER** +3

## ABILITIES

| | ABILITY SCORE | DEFENSE SCORE | NON-COMBAT CHECKS |
|---|---|---|---|
| MELEE | 3 | 13 | +3 |
| AGILITY | 4 | 14 | +4 |
| RESILIENCE | 2 | 12 | +2 |
| VIGILANCE | 3 | 13 | +3 |
| EGO | 3 | 13 | +3 |
| LOGIC | 1 | 11 | +1 |

## DAMAGE

| | dMarvel | | MULTIPLIER | | ABILITY |
|---|---|---|---|---|---|
| MELEE | dMarvel | × | 3 | + | 3 |
| AGILITY | dMarvel | × | 3 | + | 4 |
| EGO | dMarvel | × | 3 | + | 3 |
| LOGIC | dMarvel | × | 3 | + | 1 |

## TRAITS & TAGS

### Traits

- **Connections:** Criminal
- Gearhead
- Glibness
- Inventor
- Tech Reliance

### Tags

- Black Market Access
- Heroic
- **Obligation:** Family
- Poor
- Public Identity
- Streetwise

## BIOGRAPHY

**Real Name:** Scott Lang
**Height:** 6' **Weight:** 190 lbs. **Gender:** Male
**Eyes:** Blue **Hair:** Red **Size:** Average
**Distinguishing Features:** None
**Occupation:** Criminal
**Origin:** High Tech: Pym Particles
**Teams:** Avengers, Future Foundation, Guardians of the Galaxy
**Base:** Mobile

### HISTORY

Scott Lang was just a penniless engineer with a minor rap sheet. Then his daughter took ill. Desperate to pay for her treatment, Lang broke into the home of Henry Pym and stole Pym's Ant-Man suit.

Pym recognized Lang's decent nature and eventually decided to let Lang keep his old suit. Since then, Lang has served the world as a new Ant-Man. In addition to his solo pursuits, Lang has served as a valuable asset to some of the most powerful super-teams on Earth, and he recently found his way into the company of the Guardians of the Galaxy.

### PERSONALITY

Scott Lang is a good friend and a caring father, if a bit of a goofball. He serves as an inspiration to his daughter, Cassie, now a super hero herself under the codename Stinger.

## POWERS

### BASIC

- Combat Trickery

### ELEMENTAL CONTROL (ENERGY)

- Elemental Blast
- Elemental Burst
- Elemental Push

### TELEPATHY

- Animal Communication (Bugs)

### RESIZE

- Resize Object
- Shrinking Dodge
- Shrink 4

# AVERAGE CIVILIAN

Art by Valerio Schiti & Marte Gracia

| | |
|---|---|
| RANK | 1 |
| KARMA | — |
| HEALTH | 10 |
| DAMAGE REDUCTION | — |
| FOCUS | 10 |
| DAMAGE REDUCTION | — |
| INITIATIVE MODIFIER | — |

SPEED

**Run:** 5

**Climb:** 3

**Swim:** 3

**Jump:** 3

## ABILITIES

| | ABILITY SCORE | DEFENSE SCORE | NON-COMBAT CHECKS |
|---|---|---|---|
| MELEE | 0 | 10 | 0 |
| AGILITY | 0 | 10 | 0 |
| RESILIENCE | 0 | 10 | 0 |
| VIGILANCE | 0 | 10 | 0 |
| EGO | 0 | 10 | 0 |
| LOGIC | 0 | 10 | 0 |

## DAMAGE

| | dMarvel | | MULTIPLIER | | ABILITY |
|---|---|---|---|---|---|
| MELEE | dMarvel | × | 1 | + | 0 |
| AGILITY | dMarvel | × | 1 | + | 0 |
| EGO | dMarvel | × | 1 | + | 0 |
| LOGIC | dMarvel | × | 1 | + | 0 |

## TRAITS & TAGS

### Traits

- Any (but often none).

### Tags

- Any (but often none).

## POWERS

**None**

## BIOGRAPHY

**Real Name:** Anything

**Height:** Any **Weight:** Any **Gender:** Any

**Eyes:** Any **Hair:** Any **Size:** Average

**Distinguishing Features:** Any

**Occupation:** Any

**Origin:** None

**Teams:** None

**Base:** Anywhere

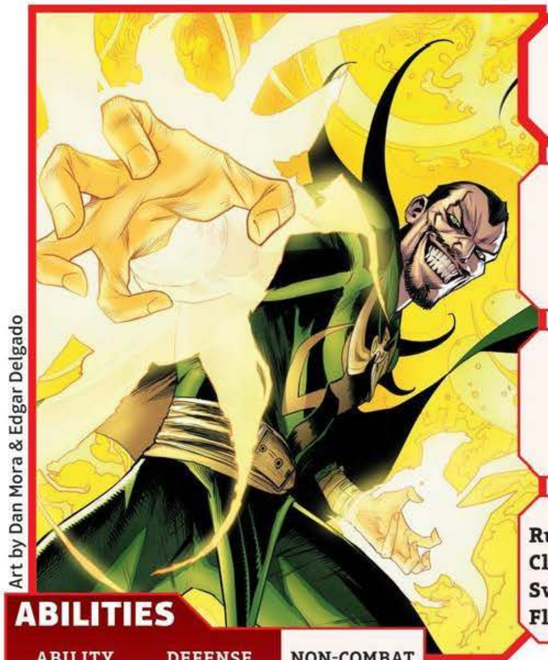
### History

This person has led a fairly ordinary life and has an average amount of abilities. In addition to that, they have no super-powers.

### Personality

This profile is for an average, unpowered human. It can be used in a pinch for many characters, but it can also be tailored to suit particular characters with just a few adjustments.

# BARON MORDO



Art by Dan Mora & Edgar Delgado

| RANK | KARMA |
|---|---|
| 5 | — |

| HEALTH | DAMAGE REDUCTION |
|---|---|
| 90 | — |

| FOCUS | DAMAGE REDUCTION |
|---|---|
| 150 | — |

**SPEED**
**Run:** 5
**Climb:** 3
**Swim:** 3
**Flight:** 25

**INITIATIVE MODIFIER** +5E

## ABILITIES

| | ABILITY SCORE | DEFENSE SCORE | NON-COMBAT CHECKS |
|---|---|---|---|
| MELEE | 3 | 13 | +3 |
| AGILITY | 4 | 14 | +4 |
| RESILIENCE | 3 | 13 | +3 |
| VIGILANCE | 5 | 15 | +5 |
| EGO | 8 | 18 | +11 |
| LOGIC | 2 | 12 | +2 |

## DAMAGE

| | dMarvel | MULTIPLIER | | ABILITY |
|---|---|---|---|---|
| MELEE | dMarvel × | 5 | + | 3 |
| AGILITY | dMarvel × | 5 | + | 4 |
| EGO | dMarvel × | 8 | + | 8 |
| LOGIC | dMarvel × | 5 | + | 2 |

## TRAITS & TAGS

### TRAITS
- Abrasive
- **Connections:** Super Villains
- Fearless
- Iron Will
- Loner
- Quick Learner
- Situational Awareness

### TAGS
- Black Market Access
- Public Identity
- Sorcerous
- Supernatural
- Villainous

## POWERS

### BASIC
- Discipline 3
- Flight 1

### MAGIC
- Astral Form
- Bolts of Balthakk
- Flames of the Faltine
- Images of Ikonn
- Mists of Munnopor
- Shield of the Seraphim (20 points to shatter)
- Summon Portal
- Vapors of Valtorr
- Winds of Watoomb

### MARTIAL ARTS
- Attack Stance
- Counterstrike Technique
- Defense Stance
- Do This All Day
- Fast Strikes
- Reverse-Momentum Throw
- Untouchable Position

### TELEPATHY
- Telepathic Link
- Telepathic Network

## BIOGRAPHY

**Real Name:** Karl Amadeus Mordo
**Height:** 6' **Weight:** 250 lbs. **Gender:** Male
**Eyes:** Brown **Hair:** Black **Size:** Average
**Distinguishing Features:** Bright green and yellow robes, goatee
**Occupation:** Adventurer
**Origin:** Magic: Sorcery
**Teams:** None
**Base:** Castle Mordo

### HISTORY

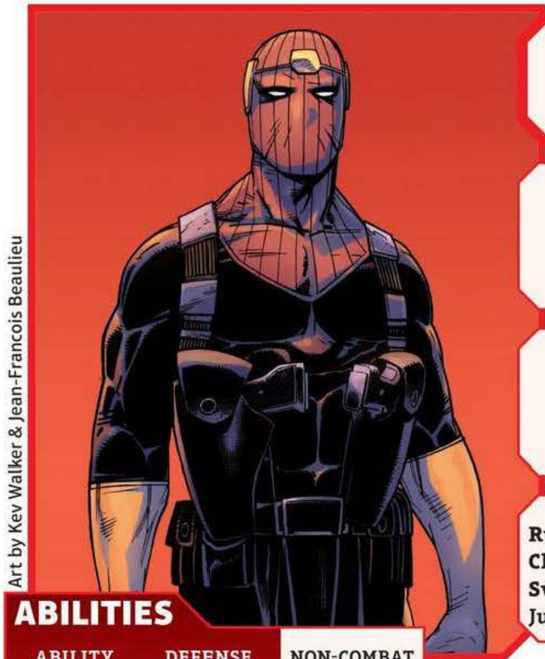
Starting in his youth, Mordo studied the mystic arts under the tutelage of the Ancient One. A greedy and resentful man, he sought magic power primarily as a means to restore the Transylvania of his youth to its once-great feudal status.

Mordo eventually got sick of the Ancient One's mystic methods and betrayed him in favor of the power offered by the dread demon Dormammu instead. In the years since, Mordo has spent much of his time serving Dormammu and butting heads with the Ancient One's most famous disciple: Doctor Strange.

### PERSONALITY

Boastful, zealous and often verging on insane, Baron Mordo is not the type to make friends. More than anything, he desires the power to prove to the world that he is the greatest sorcerer in existence. He has returned from death and madness on multiple occasions to continue his pursuit of ultimate power.

# BARON ZEMO (HELMUT ZEMO)



Art by Kev Walker & Jean-Francois Beaulieu

| RANK | KARMA |
|---|---|
| 3 | — |

| HEALTH | DAMAGE REDUCTION |
|---|---|
| 90 | — |

| FOCUS | DAMAGE REDUCTION |
|---|---|
| 60 | — |

**SPEED**
**Run:** 5
**Climb:** 3
**Swim:** 3
**Jump:** 3

| INITIATIVE MODIFIER |
|---|
| +1E |

## ABILITIES

| | ABILITY SCORE | DEFENSE SCORE | NON-COMBAT CHECKS |
|---|---|---|---|
| MELEE | 2 | 12 | +2 |
| AGILITY | 3 | 13 | +5 |
| RESILIENCE | 2 | 12 | +2 |
| VIGILANCE | 1 | 11 | +1 |
| EGO | 4 | 14 | +4 |
| LOGIC | 3 | 13 | +3 |

## DAMAGE

| | dMarvel × MULTIPLIER | + ABILITY |
|---|---|---|
| MELEE | × 3 | + 2 |
| AGILITY | × 5 | + 3 |
| EGO | × 3 | + 4 |
| LOGIC | × 3 | + 3 |

## TRAITS & TAGS

### TRAITS
- Battle Ready
- Combat Expert
- **Connections:** Military (Hydra)
- Determination
- Inventor
- Situational Awareness

### TAGS
- Backup
- Extreme Appearance
- Hunted
- Public Identity
- Villainous
- **Signature Weapon:** Adhesive X

## POWERS

### BASIC
- Accuracy 2
- Inspiration

### TACTICS
- Battle Plan
- Keep Moving

### MELEE WEAPONS (SHARP)
- Exploit
- Fast Attacks
- Vicious Attack

### RANGED WEAPONS
- Double Tap
- Return Fire
- Snap Shooting
- Suppressive Fire

## BIOGRAPHY

**Real Name:** Helmut Zemo
**Height:** 5'10" **Weight:** 183 lbs. **Gender:** Male
**Eyes:** Blue **Hair:** Blond **Size:** Average
**Distinguishing Features:** Heavily scarred face, covered with a mask
**Occupation:** Military
**Origin:** Special Training
**Teams:** Hydra, Masters of Evil, Thunderbolts
**Base:** Tower Zemo

### HISTORY

Helmut Zemo was born the son of Heinrich Zemo, a Nazi scientist and super villain. Heinrich spent years seeking the destruction of America and the resurrection of fascist Germany but ultimately died in a rockslide while fighting with Captain America. Helmut, furious, chose to follow in his father's footsteps.

Helmut has long served as a key figure among fascist organizations, acting as an ally to the likes of the Red Skull and Hydra. Over the years, he's personally founded and led a number of super-teams, including multiple incarnations of the Masters of Evil and the Thunderbolts.

### PERSONALITY

Despite being a fascist zealot bent on world domination, Zemo has a good head for battle. He lacks extensive super-powers, relying instead on careful scheming to best his opponents. His duplicitous nature makes him a danger both to his enemies and his supposed allies.

# BEAST (HANK MCCOY)

Art by Dustin Weaver & Edgar Delgado

**RANK** 4

**KARMA** 4

**HEALTH** 60

**DAMAGE REDUCTION** −1

**FOCUS** 60

**DAMAGE REDUCTION** -1

**SPEED**
**Run:** 6
**Climb:** 3
**Swim:** 3
**Jump:** 6

**INITIATIVE MODIFIER** +2

## ABILITIES

| | ABILITY SCORE | DEFENSE SCORE | NON-COMBAT CHECKS |
|---|---|---|---|
| MELEE | 3 | 12 | +5 |
| AGILITY | 4 | 13 | +4 |
| RESILIENCE | 2 | 12 | +2 |
| VIGILANCE | 2 | 12 | +2 |
| EGO | 3 | 12 | +3 |
| LOGIC | 6 | 16 | +7 |

## DAMAGE

| | dMarvel | MULTIPLIER | | ABILITY |
|---|---|---|---|---|
| MELEE | MARVEL × | +6 | + | 3 |
| AGILITY | MARVEL × | +4 | + | 4 |
| EGO | MARVEL × | +4 | + | 3 |
| LOGIC | MARVEL × | +5 | + | 6 |

## BIOGRAPHY

**Real Name:** Henry Philip "Hank" McCoy
**Height:** 5'11" **Weight:** 402 lbs. **Gender:** Male
**Eyes:** Blue **Hair:** Covered with blue fur
**Size:** Big
**Distinguishing Features:** Pointed teeth and ears, claws, blue fur
**Occupation:** Scientist
**Origin:** Mutant
**Teams:** Avengers, X-Men, X-Force
**Base:** Krakoa

### HISTORY

Despite his obvious brilliance, Hank McCoy was expelled from college because of his mutant status. Shortly thereafter, he was recruited by Professor Xavier to become a founding member of the X-Men.

Hank was born with super-strength, agility and intelligence, but he acquired his trademark blue fur during a brief sabbatical from the X-Men, when he ingested an experimental serum designed to activate latent mutations. He's temporarily morphed into other forms since, but he always seems to return to the bushy blue Beast he's best known as.

Hank is widely regarded as one of the world's greatest scientists and super heroes. In recent years, he's taken on more of a leadership role among the X-Men and mutant society at large, becoming the leader of X-Force.

### PERSONALITY

Though something of a hothead in his youth, Hank developed a more stringently logical demeanor. If anything, the modern Beast has become impersonal, seeing his allies more as assets than people.

## TRAITS & TAGS

### TRAITS

- Big (Reach 2)
- Clinician
- Combat Reflexes
- Free Running
- Inventor
- Scientific Expertise

### TAGS

- Extreme Appearance
- Heroic
- Hounded
- Krakoan
- Lab Access
- Public Identity
- X-Gene

## POWERS

### BASIC

- Brilliance 1
- Inspiration
- Mighty 2
- Sturdy 1
- Uncanny 1

### MARTIAL ARTS

- Attack Stance
- Chain Strikes
- Defense Stance
- Do This All Day
- Fast Strikes
- Leg Sweep

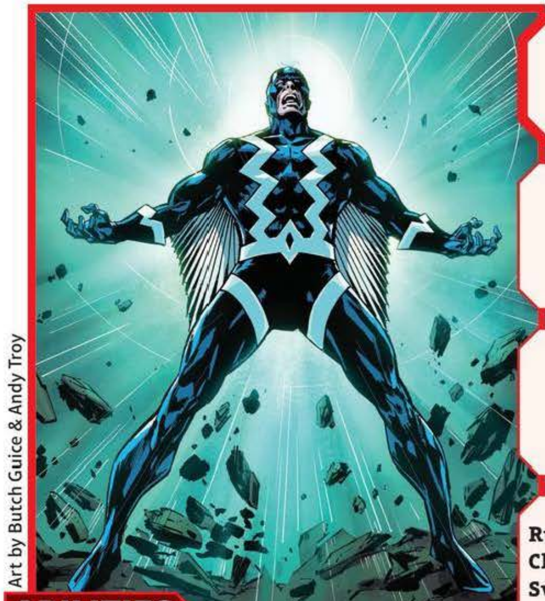
### SUPER-STRENGTH

- Banging Heads
- Jump 1

### TACTICS

- Battle Plan
- Change of Plans
- Combat Support

# BLACK BOLT



Art by Butch Guice & Andy Troy

**RANK** 5

**KARMA** 5

**HEALTH** 120 | **DAMAGE REDUCTION** -2

**FOCUS** 120 | **DAMAGE REDUCTION** -3

**SPEED**
**Run:** 30
**Climb:** 15
**Swim:** 15
**Jump:** 15

**INITIATIVE MODIFIER** +4

## ABILITIES

| | ABILITY SCORE | DEFENSE SCORE | NON-COMBAT CHECKS |
|---|---|---|---|
| MELEE | 6 | 16 | +8 |
| AGILITY | 8 | 18 | +8 |
| RESILIENCE | 4 | 14 | +4 |
| VIGILANCE | 4 | 14 | +4 |
| EGO | 1 | 11 | +1 |
| LOGIC | 2 | 12 | +2 |

## DAMAGE

| | dMarvel | MULTIPLIER | | ABILITY |
|---|---|---|---|---|
| MELEE | × | 7 | + | 6 |
| AGILITY | × | 5 | + | 8 |
| EGO | × | 5 | + | 1 |
| LOGIC | × | 5 | + | 2 |

## TRAITS & TAGS

### TRAITS

- Combat Expert
- Enduring Constitution
- Enhanced Physique
- Famous
- Fearless
- Presence

### TAGS

- Authority
- Heroic
- Hunted
- Inhuman Genes
- Mute (Cannot speak without activating sonic blasts.)
- Powerful
- Public Identity

## BIOGRAPHY

**Real Name:** Blackagar Boltagon
**Height:** 6'2" **Weight:** 220 lbs. **Gender:** Male
**Eyes:** Blue **Hair:** Black **Size:** Average
**Distinguishing Features:** None
**Occupation:** Leader
**Origin:** Inhuman
**Teams:** The House of Agon, Universal Inhumans
**Base:** Attilan

### HISTORY

Blackagar Boltagon was born into the House of Agon, the Inhuman royal family. Because he was exposed to the Terrigen Mists while still in utero, his powers surpass those of most Inhumans.

Black Bolt cannot speak normally. He has other methods of communicating, but any vocal noise he makes becomes a massive sonic blast. He was kept in a soundproof chamber for most of his youth, only being released shortly before he took the mantle of Inhuman monarch.

Black Bolt's primary goals have always been to preserve the Inhuman homeland and to foil those who would usurp his rule. No one has been a more regular threat to Black Bolt than his own brother, Maximus, a madman who often would rather the Inhumans be wiped out by the Kree than allow Black Bolt to stay on the throne.

### PERSONALITY

While generally considered by his people to be a benevolent ruler, Black Bolt can come off as a bit aloof, especially to non-Inhumans.

## POWERS

### BASIC

- Environmental Protection
- Flight 2
- Mighty 2
- Sturdy 2
- Uncanny 3

### ELEMENTAL CONTROL (SOUND)

- Elemental Barrage
- Elemental Barrier
- Elemental Blast
- Elemental Burst
- Elemental Push

### SUPER-SPEED

- Blazing-Fast Fists
- Blur
- Catch Bullets
- Lightning Actions
- Speed Run 2

### TELEPATHY

- Telepathic Link

# BLACK PANTHER (T'CHALLA)

Art by Ed McGuinness, Mark Morales & Jason Keith

**RANK** 4

**KARMA** 4

**HEALTH** 90

**DAMAGE REDUCTION** -2

**FOCUS** 90

**DAMAGE REDUCTION** —

**SPEED**
**Run:** 5
**Climb:** 3
**Swim:** 3
**Jump:** 3

**INITIATIVE MODIFIER** +3

## ABILITIES

| ABILITY SCORE | DEFENSE SCORE | NON-COMBAT CHECKS |
|---|---|---|
| 7<br>MELEE | 17 | +8 |
| 4<br>AGILITY | 14 | +4 |
| 3<br>RESILIENCE | 13 | +3 |
| 3<br>VIGILANCE | 13 | +3 |
| 2<br>EGO | 12 | +2 |
| 1<br>LOGIC | 11 | +1 |

## DAMAGE

| | dMarvel | | MULTIPLIER | | ABILITY |
|---|---|---|---|---|---|
| MELEE | dMarvel | × | 5 | + | 7 |
| AGILITY | dMarvel | × | 4 | + | 4 |
| EGO | dMarvel | × | 4 | + | 2 |
| LOGIC | dMarvel | × | 4 | + | 1 |

## BIOGRAPHY

**Real Name:** T'Challa
**Height:** 6' **Weight:** 200 lbs. **Gender:** Male
**Eyes:** Brown **Hair:** Black **Size:** Average
**Distinguishing Features:** None
**Occupation:** Leader
**Origin:** High Tech, Magic
**Teams:** Agents of Wakanda, Avengers, Fantastic Four, Panther Cult, Ultimates
**Base:** Wakanda

### HISTORY

As the young heir of Wakanda, T'Challa went through a grueling series of tests to prove his worthiness to become the Black Panther and lead his nation, the most technologically advanced country on the planet. At one point, he lost the powers given to him as the Black Panther by the heart-shaped herb, but he regained them by pledging himself to the panther god Bast and becoming King of the Dead, ruler of the Necropolis under Wakanda.

Today, T'Challa not only leads Wakanda and the Avengers but also the Agents of Wakanda, which provides support for the Avengers on their vital missions. He also spends as much time as he can with his ex-wife, Storm, with whom he has renewed their romance.

### PERSONALITY

T'Challa is serious, competent and regal. He was born to his position, but knew that he would always have to work hard to attain it and keep it. He takes nothing for granted, especially his responsibilities, the greatest of which is the welfare of his people. While Wakandan to his core, he was educated in Europe and America.

## TRAITS & TAGS

### TRAITS

- Combat Reflexes
- Extraordinary Origin
- Famous
- Fearless
- Presence
- Tech Reliance

### TAGS

- Authority
- **Enemy:** Killmonger
- **Headquarters:** Wakanda
- Heroic
- **Obligation:** Wakanda
- Powerful
- Public Identity
- Rich
- Supernatural

## POWERS

### BASIC

- Heightened Senses 1
- **Iconic Weapon:** Electrified vibranium claws [+1 damage multiplier]
- Inspiration
- Mighty 1
- Sturdy 2

### MARTIAL ARTS

- Always Ready
- Attack Stance
- Brace for Impact
- Chain Strikes
- Counterstrike Technique
- Do This All Day
- Fast Strikes

### TACTICS

- Battle Plan
- Change of Plans
- Combat Support
- Focus Fire
- Operations Center

# BLACK WIDOW (NATASHA ROMANOFF)

Art by Mark Brooks

| RANK | KARMA |
|---|---|
| 3 | 3 |

| HEALTH | DAMAGE REDUCTION |
|---|---|
| 60 | — |

| FOCUS | DAMAGE REDUCTION |
|---|---|
| 90 | — |

**SPEED**
**Run:** 5
**Climb:** 3
**Swim:** 3
**Jump:** 3

| INITIATIVE MODIFIER |
|---|
| +3 |

## ABILITIES

| | ABILITY SCORE | DEFENSE SCORE | NON-COMBAT CHECKS |
|---|---|---|---|
| MELEE | 2 | 12 | +2 |
| AGILITY | 4 | 14 | +4 |
| RESILIENCE | 2 | 12 | +2 |
| VIGILANCE | 3 | 13 | +3 |
| EGO | 4 | 14 | +4 |
| LOGIC | 1 | 11 | +1 |

## DAMAGE

| | dMarvel | × MULTIPLIER | + ABILITY |
|---|---|---|---|
| MELEE | dMarvel | × 3 | + 2 |
| AGILITY | dMarvel | × 3 | + 4 |
| EGO | dMarvel | × 3 | + 4 |
| LOGIC | dMarvel | × 3 | + 1 |

## TRAITS & TAGS

### TRAITS
- Beguiling
- **Connections:** Espionage
- Determination
- Free Running
- Leverage
- Sneaky

### TAGS
- Black Market Access
- Heroic
- Public Identity
- **Linguist:** Chinese, English, French, German, Japanese, Russian

## BIOGRAPHY

**Real Name:** Natasha Romanoff
**Height:** 5'7" **Weight:** 131 lbs. **Gender:** Female
**Eyes:** Blue **Hair:** Red **Size:** Average
**Distinguishing Features:** None
**Occupation:** Spy
**Origin:** Special Training
**Teams:** Avengers, Infinity Watch, S.H.I.E.L.D.
**Base:** Mobile

### HISTORY

Trained from a young age to be a Russian special agent, Natasha Romanoff defected to the United States after clashing with the Avengers. Since then, Natasha has served as a vital ally to many of the most powerful organizations on the planet, particularly S.H.I.E.L.D. and the Avengers.

Natasha spent much of her career as a solo mercenary, doing high-level black ops for paying clients. She tries to never take a job she believes to be immoral, but in the world of espionage, things are not always so clear-cut.

### PERSONALITY

Charming and cool-headed, Natasha's personality makes her an excellent spy. A life of espionage has made her slow to trust others, but those closest to her consider her a good friend and an exceptional team leader.

## POWERS

### BASIC
- Inspiration
- Slow-Motion Dodge

### MARTIAL ARTS
- Attack Stance
- Counterstrike Technique
- Defense Stance
- Unflappable Poise

### RANGED WEAPONS
- Sniping
- Snap Shooting
- Weapons Blazing

### TACTICS
- Change of Plans
- Combat Support

# BLADE

Art by InHyuk Lee

| RANK | KARMA |
|---|---|
| 4 | 4 |

| HEALTH | DAMAGE REDUCTION |
|---|---|
| 90 | -2 |

| FOCUS | DAMAGE REDUCTION |
|---|---|
| 90 | — |

**SPEED**

**Run:** 5
**Climb:** 3
**Swim:** 3
**Jump:** 3

**INITIATIVE MODIFIER** +3

## ABILITIES

| | ABILITY SCORE | DEFENSE SCORE | NON-COMBAT CHECKS |
|---|---|---|---|
| MELEE | 7 | 17 | +8 |
| AGILITY | 4 | 14 | +5 |
| RESILIENCE | 3 | 13 | +3 |
| VIGILANCE | 3 | 13 | +3 |
| EGO | 2 | 12 | +2 |
| LOGIC | 1 | 11 | +1 |

## DAMAGE

| | dMarvel | MULTIPLIER | | ABILITY |
|---|---|---|---|---|
| MELEE | dMarvel × | 5 | + | 7 |
| AGILITY | dMarvel × | 5 | + | 4 |
| EGO | dMarvel × | 4 | + | 2 |
| LOGIC | dMarvel × | 4 | + | 1 |

## TRAITS & TAGS

### TRAITS

- Combat Expert
- Combat Reflexes
- **Connections:** Super Heroes
- Determination
- Enhanced Physique
- Extraordinary Origin
- Fearless
- Monster

### TAGS

- Black Market Access
- Deceased
- Heroic
- Imageless
- Public Identity
- **Signature Weapon:** Sword

## BIOGRAPHY

**Real Name:** Eric Brooks
**Height:** 6'2" **Weight:** 215 lbs. **Gender:** Male
**Eyes:** Brown **Hair:** Black **Size:** Average
**Distinguishing Features:** Back tattoos, fangs
**Occupation:** Adventurer
**Origin:** Monstrous: Vampire, Special Training
**Teams:** Avengers, MI13, Midnight Sons
**Base:** Mobile

### HISTORY

Eric Brooks' mother was attacked by a vampire while he was still in the womb. She died, but he survived, transformed into a half vampire.

As a dhampir, Brooks has all the strengths of a vampire, but none of their weaknesses. Aided by his powers, he underwent extensive training in swordplay and acrobatics, vowing to rid the world of the kind of monsters who killed his mother.

Blade has teamed up with other super heroes from time to time, but he's never lost sight of the goal which has driven him his entire life. No one poses more of a threat to the vampire world than him.

### PERSONALITY

Blade is a no-nonsense operator focused on his grim mission to rid the world of the undead. He can sometimes come across as cocky, but he can be warm to his allies and friends, though he has little time to make either.

### DHAMPIR

As half-human/half-vampire, Blade does not have all of the powers of vampires, nor all their traits and tags.

## POWERS

### BASIC

- Accuracy 1
- Healing Factor
- Mighty 1
- Slow-Motion Dodge
- Sturdy 2

### MELEE WEAPONS (SHARP)

- Exploit
- Fast Attacks
- Focused Fury
- Furious Attacks
- Unstoppable Assault
- Vicious Attack
- Whirling Frenzy

### RANGED WEAPONS

- Double Tap
- Headshot
- Snap Shooting
- Sniping
- Stopping Power

## BLUE MARVEL

Art by Greg Land & Frank D'Armata

**RANK** 6

**KARMA** 6

**HEALTH** 180

**DAMAGE REDUCTION** -4

**FOCUS** 120

**DAMAGE REDUCTION** —

**SPEED**
**Run:** 6
**Climb:** 3
**Swim:** 3
**Flight:** 36

**INITIATIVE MODIFIER** +3E

### ABILITIES

| | ABILITY SCORE | DEFENSE SCORE | NON-COMBAT CHECKS |
|---|---|---|---|
| MELEE | 9 | 19 | +13 |
| AGILITY | 5 | 15 | +7 |
| RESILIENCE | 6 | 16 | +6 |
| VIGILANCE | 3 | 13 | +3 |
| EGO | 4 | 14 | +4 |
| LOGIC | 3 | 13 | +3 |

### DAMAGE

| | dMarvel | MULTIPLIER | | ABILITY |
|---|---|---|---|---|
| MELEE | dMarvel | × 10 | + | 9 |
| AGILITY | dMarvel | × 8 | + | 5 |
| EGO | dMarvel | × 6 | + | 4 |
| LOGIC | dMarvel | × 6 | + | 3 |

### TRAITS & TAGS

**Traits**
- Battle Ready
- Combat Expert
- **Connections:** Community
- **Connections:** Military
- Enduring Constitution
- Extra Occupation
- Font of Information
- Glibness
- Presence
- Scientific Expertise
- Situational Awareness
- **Weakness:** Neutronium
- Weird

**Tags**
- Hounded
- Heroic
- **Obligation:** Family
- Secret Identity

### BIOGRAPHY

**Real Name:** Adam Bernard Brashear
**Height:** 6'4" **Weight:** 230 lbs. **Gender:** Male
**Eyes:** Brown **Hair:** Black **Size:** Average
**Distinguishing Features:** None
**Occupation:** Educator, Military
**Origin:** Weird Science
**Teams:** Avengers, Ultimates
**Base:** New York City

**History**

Adam Brashear already had an extensive combat career as a Marine in the Korean War when he was blasted by an experimental machine designed to create a bridge to the Negative Zone. This accident made Adam into the Blue Marvel, one of the most powerful men on Earth, but it also turned his friend Connor Sims into Anti-Man, his nemesis.

Adam has been a major part of hero operations since the 1960s, but because of his status as an African American, his heroic deeds at the time were covered up. His identity was only revealed to the world recently, long after he had retired from adventuring to become a teacher. Now accepted by the wider world, Adam has become Blue Marvel once again.

**Personality**

Despite a lifetime of discrimination weighing on his soul, Adam has always managed to be a loyal friend and a good teacher. His students consider him to be charming and personable.

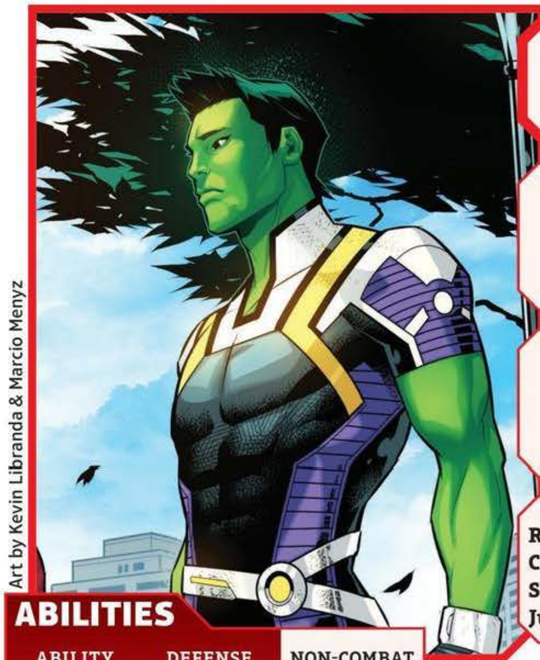
### POWERS

**Basic**
- Accuracy 2
- Environmental Protection
- Flight 2
- Mighty 4
- Sturdy 4

**Elemental Control (Energy)**
- Elemental Barrage
- Elemental Barrier
- Elemental Blast
- Elemental Burst
- Elemental Protection
- Elemental Push
- Elemental Reinforcement
- Elemental Ricochet
- Supernova

**Super-Strength**
- Banging Heads
- Clobber
- Crushing Grip
- Immovable
- Quick Toss
- Smash

# BRAWN (AMADEUS CHO)



Art by Kevin Libranda & Marcio Menyz

**RANK** 4

**KARMA** 4

**HEALTH** 120

**DAMAGE REDUCTION** -2

**FOCUS** 60

**DAMAGE REDUCTION** —

**SPEED**

**Run:** 5
**Climb:** 3
**Swim:** 3
**Jump:** 5

**INITIATIVE MODIFIER** +2

## ABILITIES

| | ABILITY SCORE | DEFENSE SCORE | NON-COMBAT CHECKS |
|---|---|---|---|
| MELEE | 5 | 15 | +7 |
| AGILITY | 3 | 13 | +3 |
| RESILIENCE | 4 | 14 | +4 |
| VIGILANCE | 2 | 12 | +2 |
| EGO | 1 | 11 | +1 |
| LOGIC | 5 | 15 | +7 |

## DAMAGE

| | dMarvel | MULTIPLIER | ABILITY |
|---|---|---|---|
| MELEE | dMarvel | × 6 | + 5 |
| AGILITY | dMarvel | × 4 | + 3 |
| EGO | dMarvel | × 4 | + 1 |
| LOGIC | dMarvel | × 6 | + 5 |

## TRAITS & TAGS

### TRAITS

- Berserker
- Eidetic Memory
- Font of Information
- Glibness
- Inventor
- Scientific Expertise
- Weird

### TAGS

- Alternate Form (Gamma Forms)
- Extreme Appearance (in Alternate Forms)
- Green Door
- Heroic
- Hounded
- **Immunity:** Gamma Radiation
- Lab Access
- Public Identity
- Radioactive

## BIOGRAPHY

**Real Name:** Amadeus Cho
**Height:** 5'6" **Weight:** 117 lbs. **Gender:** Male
**Eyes:** Black **Hair:** Black **Size:** Average
**Distinguishing Features:** Green skin (while using powers)
**Occupation:** Scientist
**Origin:** Weird Science: Gamma Mutate
**Teams:** Agents of Atlas, Champions
**Base:** Mobile

### HISTORY

By the time Amadeus Cho was a teenager, he was being hunted by international organizations desperate to harness his abnormal intelligence. Forced into a life on the run, Cho fell into the occasional company of another roaming hyper-intelligent scientist—Bruce Banner (the Hulk)—and the two became fast friends.

When a radioactive meltdown threatened to turn Bruce into a nuclear bomb, Cho built a machine to transfer the excess radiation out of Bruce and into himself. The radiation imbued Cho with a sizable portion of the Hulk's powers. For a while, Cho took up the title of Hulk himself, but in more recent days, he's come to prefer the codename Brawn.

### PERSONALITY

Like many gamma mutates, Cho has struggled with anger issues, but compared to Bruce Banner, Cho is as cool as an ice cube. Cho's super-intelligence is matched with an emotional immaturity that can land him in over his head in certain situations. Thanks to his Champions teammates and his brilliant sister, Maddy, Cho has begun to navigate the world more thoughtfully.

## POWERS

### BASIC

- Brilliance 2
- Disguise
- Healing Factor
- Inspiration
- Mighty 2
- Sturdy 2

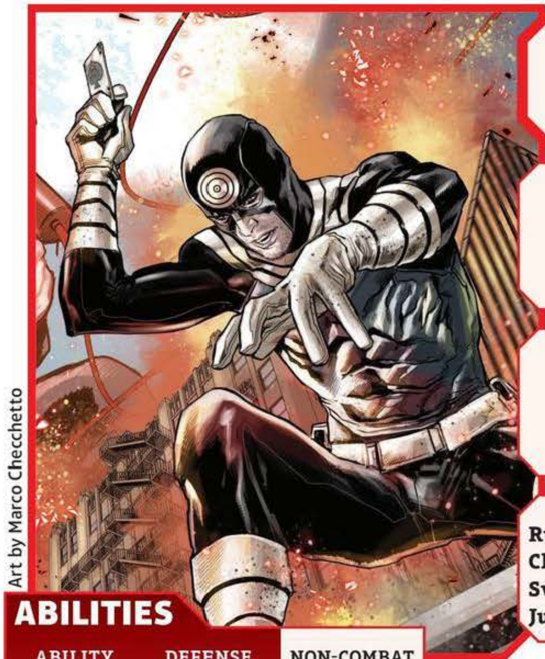
### SUPER-STRENGTH

- Banging Heads
- Clobber
- Crushing Grip
- Ground-Shaking Stomp
- Jump 1
- Smash

### TACTICS

- Battle Plan
- Change of Plans
- Keep Moving

# BULLSEYE


Art by Marco Checchetto

| RANK | KARMA |
|---|---|
| 2 | — |

| HEALTH | DAMAGE REDUCTION |
|---|---|
| 90 | -1 |

| FOCUS | DAMAGE REDUCTION |
|---|---|
| 60 | — |

| SPEED | INITIATIVE MODIFIER |
|---|---|
| **Run:** 5<br>**Climb:** 3<br>**Swim:** 3<br>**Jump:** 3 | +2 |

## ABILITIES

| | ABILITY SCORE | DEFENSE SCORE | NON-COMBAT CHECKS |
|---|---|---|---|
| MELEE | 1 | 14 | +1 |
| AGILITY | 4 | 14 | +6 |
| RESILIENCE | 3 | 13 | +3 |
| VIGILANCE | 2 | 12 | +2 |
| EGO | 0 | 10 | 0 |
| LOGIC | 0 | 10 | 0 |

## DAMAGE

| | dMarvel | MULTIPLIER | | ABILITY |
|---|---|---|---|---|
| MELEE | MARVEL × | 2 | + | 1 |
| AGILITY | MARVEL × | 4 | + | 4 |
| EGO | MARVEL × | 2 | + | 0 |
| LOGIC | MARVEL × | 2 | + | 0 |

## TRAITS & TAGS

### Traits
- Combat Reflexes
- **Connections:** Criminal
- Determination
- Extraordinary Origin
- **Signature Attack:** Sniping
- Tech Reliance

### Tags
- Black Market Access
- Hunted
- Public Identity
- Streetwise
- Villainous

## POWERS

### Basic
- Accuracy 2
- Evasion
- Reinforced Skeleton
- Slow-Motion Dodge

### Ranged Weapons
- Double Tap
- Point-Blank Parry
- Snap Shooting
- Sniping

## BIOGRAPHY

**Real Name:** Lester

**Height:** 6' **Weight:** 200 lbs. **Gender:** Male

**Eyes:** Blue **Hair:** Blond **Size:** Average

**Distinguishing Features:** Bull's-eye scar on forehead

**Occupation:** Assassin

**Origin:** Special Training. High Tech: Cybernetics

**Teams:** Dark Avengers, Fisk Industries, the Hand

**Base:** Hell's Kitchen, New York City

### History

Beyond his first name, the world knows next to nothing about the man who became Bullseye. He trained for some period as a mercenary with the United States government, eventually resurfacing in New York as Bullseye, extortionist and killer for hire.

Hell's Kitchen has long been Bullseye's base of choice, regularly putting him into conflict with Daredevil. Besides the Kingpin himself, Bullseye may be Daredevil's most dangerous nemesis. His superhuman ability to hit any target from any angle makes him a perfect match for the swift and acrobatic Man Without Fear.

### Personality

Bullseye is a madman who enjoys killing above all else. He's generally not the type to be reasoned with, though he has been persuaded to cooperate with others in exchange for money or power.

# CAPTAIN AMERICA (STEVE ROGERS)

Art by David Finch & Jason Keith

| RANK | KARMA |
|---|---|
| 4 | 4 |

| HEALTH | DAMAGE REDUCTION |
|---|---|
| 90 | −4 |

| FOCUS | DAMAGE REDUCTION |
|---|---|
| 120 | — |

| SPEED | INITIATIVE MODIFIER |
|---|---|
| **Run:** 5<br>**Climb:** 3<br>**Swim:** 3<br>**Jump:** 3 | +3E |

## ABILITIES

| | ABILITY SCORE | DEFENSE SCORE | NON-COMBAT CHECKS |
|---|---|---|---|
| MELEE | 6 | 16 | +7 |
| AGILITY | 4 | 14 | +4 |
| RESILIENCE | 3 | 13 | +3 |
| VIGILANCE | 3 | 13 | +3 |
| EGO | 2 | 12 | +2 |
| LOGIC | 2 | 12 | +2 |

## DAMAGE

| | dMarvel | MULTIPLIER | | ABILITY |
|---|---|---|---|---|
| MELEE | dMarvel × | 5 | + | 6 |
| AGILITY | dMarvel × | 5 | + | 4 |
| EGO | dMarvel × | 4 | + | 2 |
| LOGIC | dMarvel × | 4 | + | 2 |

## TRAITS & TAGS

### Traits

- Battle Ready
- Beguiling
- Combat Expert
- Combat Reflexes
- **Connections:** Military
- Public Speaking
- Situational Awareness
- Weird

### Tags

- **Enemy:** Hydra
- **Enemy:** Red Skull
- Heroic
- Public Identity

## BIOGRAPHY

**Real Name:** Steve Rogers
**Height:** 6'2" **Weight:** 240 lbs. **Gender:** Male
**Eyes:** Blue **Hair:** Blond **Size:** Average
**Distinguishing Features:** None
**Occupation:** Military
**Origin:** Weird Science
**Teams:** Avengers, S.H.I.E.L.D., U.S. Army
**Base:** Avengers Mountain

### History

At the dawn of World War II, scrawny Steve Rogers was rejected by the U.S. Army as unfit for service, but Dr. Abraham Erskine saw something in him and selected him for the first human trials for his Super-Soldier Serum. A Nazi sympathizer assassinated Erskine during the procedure, but not before Rogers was improved to the peak of human physical ability. As Captain America, Rogers fought Nazis on the front lines in Europe, alongside his sidekick Bucky Barnes—right up until 1945 when they were presumed killed while stopping a plot by the evil Baron Zemo.

Decades later, the newly formed Avengers found Rogers frozen in a block of ice and revived him. He immediately leaped back into action, defending American ideals and saving the entire planet again and again.

### Personality

Rogers is serious about helping people out, and he's a natural leader, both in and out of combat. He knows that when he's in his costume and carrying his shield he represents everything that is great about the land and people he loves so much.

## POWERS

### Basic

- **Iconic Weapon:** Captain America's shield [+1 damage multiplier. Grants the user one extra level of the power Shield, up to Shield 4.]
- Inspiration
- Mighty 1

### Shield Bearer

- Brace for Impact
- Do This All Day
- Hurled Shield Bash
- Hurled Shield Block
- Hurled Shield Deflection
- Immovable
- Rico-Shield
- Shield 3
- Shield Bash
- Shield Deflection
- Shield Wall

### Tactics

- Change of Plans
- Combat Support

# CAPTAIN MARVEL (CAROL DANVERS)

Art by Mark Brooks

**RANK** 6

**KARMA** 6

**HEALTH** 180

**DAMAGE REDUCTION** −3

**FOCUS** 180

**DAMAGE REDUCTION** —

**SPEED**

**Run:** 6

**Climb:** 3

**Swim:** 3

**Flight:** 36

**INITIATIVE MODIFIER** +5E

## ABILITIES

| | ABILITY SCORE | DEFENSE SCORE | NON-COMBAT CHECKS |
|---|---|---|---|
| MELEE | 7 | 17 | +11 |
| AGILITY | 6 | 16 | +10 |
| RESILIENCE | 6 | 16 | +6 |
| VIGILANCE | 5 | 15 | +5 |
| EGO | 5 | 15 | +8 |
| LOGIC | 2 | 12 | +2 |

## DAMAGE

| | dMarvel | MULTIPLIER | | ABILITY |
|---|---|---|---|---|
| MELEE | dMarvel × | 10 | + | 7 |
| AGILITY | dMarvel × | 10 | + | 6 |
| EGO | dMarvel × | 9 | + | 5 |
| LOGIC | dMarvel × | 6 | + | 2 |

## TRAITS & TAGS

### TRAITS

- Battle Ready
- Combat Expert
- Combat Reflexes
- **Connections:** Espionage
- **Connections:** Military
- Enduring Constitution
- Extra Occupation
- Fearless
- Leverage
- Piloting
- Situational Awareness

### TAGS

- Alien Heritage
- Authority
- Black Market Access
- **Enemy:** Magnitron (Yon-Rogg)
- Heroic
- **Linguist:** Arabic, English, Imperial Shi'ar, Kree, Russian
- Public Identity

## POWERS

### BASIC

- Accuracy 4
- Combat Trickery
- Discipline 3
- Energy Absorption
- Environmental Protection
- Flight 2
- Healing Factor
- Inspiration
- Mighty 4
- Sturdy 3

### ELEMENTAL CONTROL (ENERGY)

- Elemental Barrage
- Elemental Barrier
- Elemental Blast
- Elemental Burst
- Elemental Protection
- Elemental Reinforcement
- Supernova

## BIOGRAPHY

**Real Name:** Carol Danvers

**Height:** 5'11" **Weight:** 145 lbs. **Gender:** Female

**Eyes:** Blue **Hair:** Blond **Size:** Average

**Distinguishing Features:** None

**Occupation:** Military, Spy

**Origin:** Alien

**Teams:** Avengers, Ultimates, U.S. Air Force

**Base:** New York City

### HISTORY

While serving as a pilot for the U.S. Air Force and NASA, Carol Danvers became involved with Captain Mar-Vell, a super-powered visitor from the Kree Empire, and was caught in an explosion that she thought gave her super-powers too. She later discovered that the blast activated the Kree DNA she was previously unaware she'd inherited from her mother. Danvers joined the Avengers, but lost her powers to Rogue. Over the years, she has struggled with fluctuating power levels, alcoholism and low self-confidence, but after using the names Binary, Warbird and Ms. Marvel, Danvers claimed the Captain Marvel name to honor Mar-Vell, who had died of cancer.

### PERSONALITY

Danvers is a strong-willed and pragmatic person who has embraced her role as a mentor to younger heroes like the new Ms. Marvel (Kamala Khan). She cares for her friends deeply and does whatever it takes to protect them and the worlds in which they live.

# CLEA

Art by J. Scott Campbell

| | |
|---|---|
| RANK | 6 |
| KARMA | 6 |
| HEALTH | 90 |
| DAMAGE REDUCTION | — |
| FOCUS | 180 |
| DAMAGE REDUCTION | — |
| INITIATIVE MODIFIER | +6 |

SPEED
**Run:** 6
**Climb:** 3
**Swim:** 3
**Flight:** 36

## ABILITIES

| | ABILITY SCORE | DEFENSE SCORE | NON-COMBAT CHECKS |
|---|---|---|---|
| MELEE | 2 | 12 | +2 |
| AGILITY | 5 | 15 | +5 |
| RESILIENCE | 3 | 13 | +3 |
| VIGILANCE | 6 | 16 | +6 |
| EGO | 9 | 19 | +13 |
| LOGIC | 6 | 16 | +6 |

## DAMAGE

| | dMarvel | MULTIPLIER | | ABILITY |
|---|---|---|---|---|
| MELEE | MARVEL × | 6 | + | 2 |
| AGILITY | MARVEL × | 6 | + | 5 |
| EGO | MARVEL × | 10 | + | 9 |
| LOGIC | MARVEL × | 6 | + | 6 |

## TRAITS & TAGS

### TRAITS
- Abrasive
- Combat Reflexes
- **Connections:** Outsiders
- **Connections:** Super Heroes
- Dealmaker
- Extra Occupation
- Fearless
- Font of Information
- Fresh Eyes
- Iron Will
- Stranger

### TAGS
- Black Market Access
- Cursed
- Heroic
- Public Identity
- Sorcerous
- Supernatural

## POWERS

### BASIC
- Discipline 4
- Flight 2

### MAGIC (SORCERY SET)
- Astral Form
- Bolts of Balthakk
- Crimson Bands of Cyttorak
- Dispel Spell
- Flames of the Faltine
- Icy Tendrils of Ikthalon
- Images of Ikonn
- Mist of Morpheus
- Mists of Munnopor
- Shield of the Seraphim (20 points to shatter)
- Summon Portal
- Vapors of Valtorr
- Winds of Watoomb

### TELEKINESIS
- Telekinetic Attack
- Telekinetic Manipulation

### TELEPATHY
- Command
- Edit Memory
- ESP
- Memory Blip
- Telepathic Link
- Telepathic Network

## BIOGRAPHY

**Real Name:** Clea
**Height:** 5'8" **Weight:** 190 lbs. **Gender:** Female
**Eyes:** Blue **Hair:** White **Size:** Average
**Distinguishing Features:** None
**Occupation:** Adventurer, Outsider
**Origin:** Magic
**Teams:** Defenders
**Base:** Sanctum Sanctorum

### HISTORY

As the niece of the dread Dormammu, Clea was raised in the Dark Dimension. Her relatively quiet life there changed completely upon the first intrusion of Doctor Stephen Strange.

Impressed by the mortal's magical abilities, Clea fell in love with Doctor Strange. She did all in her power to preserve his life throughout his repeated battles with Dormammu, going so far as to temporarily sacrifice herself. After decades of battling side by side, Clea and Strange were married.

With Strange's recent death, Clea—who was already the Sorcerer Supreme of the Dark Dimension—has taken the title of Earth's Sorcerer Supreme as well.

### PERSONALITY

Determined and hotheaded, Clea refuses to let anyone stand in the way of her goals, whatever they may be. While she has a soft spot for Strange, Clea is often condescending to those she considers to be her lessers, and that category includes most people.

## COLOSSUS

Art by Adi Granov

| RANK | KARMA |
|---|---|
| 4 | 4 |

| HEALTH | DAMAGE REDUCTION |
|---|---|
| 210 | −4 |

| FOCUS | DAMAGE REDUCTION |
|---|---|
| 120 | — |

**SPEED**
**Run: 6**
**Climb: 3**
**Swim: 3**
**Jump: 6**

**INITIATIVE MODIFIER** +2

### ABILITIES

| | ABILITY SCORE | DEFENSE SCORE | NON-COMBAT CHECKS |
|---|---|---|---|
| MELEE | 7 | 16 | +10 |
| AGILITY | 3 | 12 | +3 |
| RESILIENCE | 7 | 17 | +7 |
| VIGILANCE | 3 | 13 | +3 |
| EGO | 2 | 12 | +2 |
| LOGIC | 1 | 11 | +1 |

### DAMAGE

| | dMarvel | MULTIPLIER | | ABILITY |
|---|---|---|---|---|
| MELEE | dMarvel × | 7 | + | 7 |
| AGILITY | dMarvel × | 4 | + | 3 |
| EGO | dMarvel × | 4 | + | 2 |
| LOGIC | dMarvel × | 4 | + | 1 |

### TRAITS & TAGS

**TRAITS**
- Battle Ready
- Big (in Alternate Form; Reach 2)
- **Connections:** Super Heroes
- Enhanced Physique
- Fearless
- **Weakness:** Adamantium or vibranium weapons

**TAGS**
- Alternate Form (Metallic Form)
- Black Market Access
- Extreme Appearance (in Alternate Form)
- Heroic
- Hounded
- Krakoan
- **Linguist:** English, Japanese, Russian
- Public Identity
- X-Gene

### BIOGRAPHY

**Real Name:** Piotr Nikolaievitch "Peter" Rasputin
**Height:** 6'6"/7'5" **Weight:** 250/500 lbs. **Gender:** Male
**Eyes:** Blue **Hair:** Black **Size:** Big
**Distinguishing Features:** None
**Occupation:** Adventurer
**Origin:** Mutant
**Teams:** X-Force, X-Men
**Base:** Krakoa

### HISTORY

Piotr Rasputin first discovered his latent mutant powers as a teenager, when he jumped in front of a runaway tractor in order to save his little sister, Illyana. He discovered that he could, at will, assume the form of a metal man, greatly increasing his size, strength and durability.

Shortly after he discovered his powers, Colossus was recruited by Professor X and became a member of the X-Men's second incarnation. Since then, Colossus has served the world as both a hero and a mutant activist.

### PERSONALITY

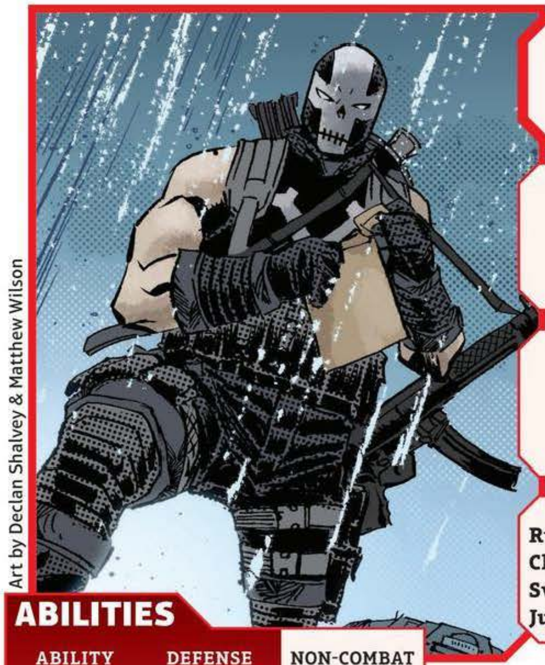
For a long time, Colossus was known for letting his passion get the best of him in the heat of battle, turning him into a nigh-unstoppable metal berserker. In recent years he has adopted a softer and more sympathetic attitude. For those he loves, his heart is as big as his anger is strong.

### POWERS

**BASIC**
- Mighty 3
- Sturdy 4

**SUPER-STRENGTH**
- Banging Heads
- Clobber
- Crushing Grip
- Ground-Shaking Stomp
- Immovable
- Jump 1
- Quick Toss
- Smash
- Unrelenting Smash

# CROSSBONES



Art by Declan Shalvey & Matthew Wilson

**RANK** 3

**KARMA** —

**HEALTH** 90

**DAMAGE REDUCTION** —

**FOCUS** 90

**DAMAGE REDUCTION** —

**SPEED**
**Run:** 6
**Climb:** 3
**Swim:** 3
**Jump:** 3

**INITIATIVE MODIFIER** +2E

## ABILITIES

| | ABILITY SCORE | DEFENSE SCORE | NON-COMBAT CHECKS |
|---|---|---|---|
| MELEE | 4 | 14 | +4 |
| AGILITY | 5 | 15 | +7 |
| RESILIENCE | 3 | 13 | +3 |
| VIGILANCE | 2 | 12 | +2 |
| EGO | 0 | 10 | 0 |
| LOGIC | 1 | 11 | +1 |

## DAMAGE

| | dMarvel | MULTIPLIER | | ABILITY |
|---|---|---|---|---|
| MELEE | × | 3 | + | 4 |
| AGILITY | × | 5 | + | 5 |
| EGO | × | 3 | + | 0 |
| LOGIC | × | 3 | + | 1 |

## TRAITS & TAGS

### TRAITS
- Battle Ready
- Bloodthirsty
- Combat Expert
- **Connections:** Military (Hydra)
- Determination
- Piloting
- Situational Awareness

### TAGS
- Backup
- Public Identity
- Villainous
- **Signature Weapon:** Submachine Gun

## BIOGRAPHY

**Real Name:** Brock Rumlow
**Height:** 6'4" **Weight:** 290 lbs. **Gender:** Male
**Eyes:** Brown **Hair:** Black **Size:** Average
**Distinguishing Features:** Skull and crossbones mask
**Occupation:** Military
**Origin:** Special Training
**Teams:** Hydra, Thunderbolts, Skeleton Crew
**Base:** Mobile

### HISTORY

As a teenager growing up in New York, Brock Rumlow killed two boys in a gang-related conflict. After fleeing the authorities, he began training as a mercenary with the Taskmaster Technical School for criminals.

As an adult, Crossbones has found his work primarily as a hired killer for the Red Skull and Hydra. His superhuman strength and speed, combined with his cruel nature, has made him almost as formidable a foe as the Skull himself. During the first Superhuman Civil War, Rumlow successfully pulled off the Red Skull's plot to assassinate Captain America, temporarily putting the first Avenger out of commission.

### PERSONALITY

Crossbones carries himself in the manner of a classic hard-talking, no-nonsense military man. He is a ruthless mercenary who lives for the rush of battle. His deep-seated belief that might makes right regularly puts him into conflict with defenders of the weak. He is loyal to no one but his longtime girlfriend—the Red Skull's daughter, Sin.

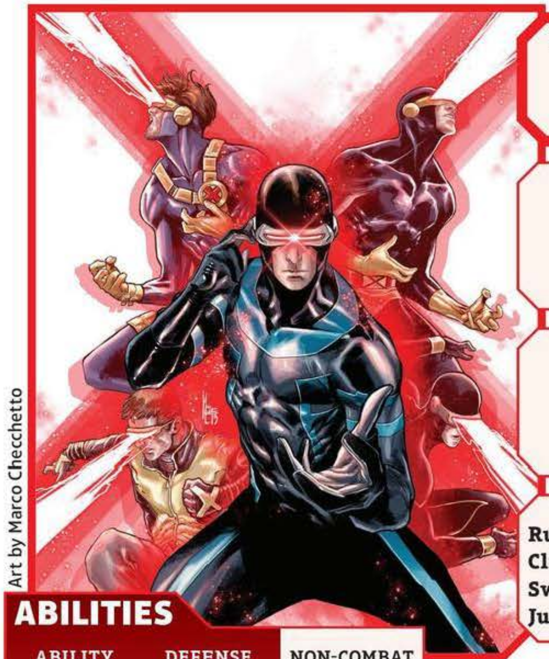
## POWERS

### BASIC
- Accuracy 2
- Slow-Motion Dodge

### MARTIAL ARTS
- Banging Heads
- Grappling Technique

### RANGED WEAPONS
- Dance of Death
- Double Tap
- Fast Hands
- Point-Blank Parry
- Slow-Motion Shoot-Dodge
- Snap Shooting
- Stopping Power
- Weapons Blazing

# CYCLOPS


Art by Marco Checchetto

| RANK | KARMA |
|---|---|
| 4 | 4 |

| HEALTH | DAMAGE REDUCTION |
|---|---|
| 60 | — |

| FOCUS | DAMAGE REDUCTION |
|---|---|
| 90 | — |

**SPEED**

**Run:** 5

**Climb:** 3

**Swim:** 3

**Jump:** 3

**INITIATIVE MODIFIER** +3E

## ABILITIES

| | ABILITY SCORE | DEFENSE SCORE | NON-COMBAT CHECKS |
|---|---|---|---|
| MELEE | 3 | 13 | +3 |
| AGILITY | 4 | 14 | +5 |
| RESILIENCE | 2 | 12 | +2 |
| VIGILANCE | 3 | 13 | +3 |
| EGO | 5 | 15 | +5 |
| LOGIC | 3 | 13 | +3 |

## DAMAGE

| | dMarvel | MULTIPLIER | | ABILITY |
|---|---|---|---|---|
| MELEE | dMarvel | × 4 | + | 3 |
| AGILITY | dMarvel | × 5 | + | 4 |
| EGO | dMarvel | × 4 | + | 5 |
| LOGIC | dMarvel | × 4 | + | 3 |

## TRAITS & TAGS

### TRAITS

- **Connections:** Community
- Fearless
- Font of Information
- Iron Will
- Piloting
- Presence
- Situational Awareness

### TAGS

- Heroic
- Hounded
- Krakoan
- **Linguist:** Chinese, English, Russian
- Public Identity
- X-Gene

## BIOGRAPHY

**Real Name:** Scott Summers

**Height:** 6'3" **Weight:** 195 lbs. **Gender:** Male

**Eyes:** Brown **Hair:** Brown **Size:** Average

**Distinguishing Features:** Ruby-quartz visor

**Occupation:** Educator

**Origin:** Mutant

**Teams:** X-Force, X-Men

**Base:** Krakoa

### HISTORY

As a young boy, Scott Summers suffered a major head injury during a plane crash. This put him into a coma for several years and destroyed his ability to control his emerging mutant powers. When opened, Scott's open eyes constantly emit powerful energy blasts.

Professor X found Scott and fashioned a ruby-quartz visor to control the boy's raw energy. Recognizing Scott's incredible powers, the professor offered to make the boy the first member of his then nascent X-Men team. Scott has been the de facto leader of the X-Men ever since.

### PERSONALITY

Despite being an intelligent and commanding leader, Scott has often struggled in personal social situations. Over the years, with the help of his mutant friends, he's managed to overcome much of his social anxiety.

## POWERS

### BASIC

- Accuracy 1
- Inspiration

### ELEMENTAL CONTROL (ENERGY)

- Elemental Barrage
- Elemental Blast
- Elemental Burst

### TACTICS

- Battle Plan
- Change of Plans
- Combat Support
- Focus Fire
- Keep Moving
- On Your Feet
- Operations Center
- Rally on Me

### MARTIAL ARTS

- Attack Stance
- Brace for Impact
- Defense Stance
- Do This All Day

# DAREDEVIL

Art by Marco Checchetto

| RANK | KARMA |
|---|---|
| 2 | 2 |

| HEALTH | DAMAGE REDUCTION |
|---|---|
| 60 | — |

| FOCUS | DAMAGE REDUCTION |
|---|---|
| 30 | — |

| SPEED | INITIATIVE MODIFIER |
|---|---|
| **Run:** 5<br>**Climb/Swim:** 3<br>**Jump:** 3<br>**Swingline:** 15 | +1 |

## ABILITIES

| ABILITY SCORE | DEFENSE SCORE | NON-COMBAT CHECKS |
|---|---|---|
| 2 MELEE | 12 | +2 |
| 3 AGILITY | 13 | +3 |
| 2 RESILIENCE | 12 | +2 |
| 1 VIGILANCE | 11 | +1 |
| 1 EGO | 11 | +1 |
| 2 LOGIC | 12 | +2 |

## DAMAGE

| | dMarvel | MULTIPLIER | | ABILITY |
|---|---|---|---|---|
| MELEE | dMarvel × | 3 | + | 2 |
| AGILITY | dMarvel × | 3 | + | 3 |
| EGO | dMarvel × | 2 | + | 1 |
| LOGIC | dMarvel × | 2 | + | 2 |

## BIOGRAPHY

**Real Name:** Matthew "Matt" Murdock

**Height:** 5'11" **Weight:** 185 lbs. **Gender:** Male

**Eyes:** Blue **Hair:** Red **Size:** Average

**Distinguishing Features:** Blind

**Occupation:** Lawyer

**Origin:** Weird Science

**Teams:** Defenders

**Base:** Hell's Kitchen, New York City

### HISTORY

When Matt Murdock was just a boy, his face was splashed with a rare radioactive isotope. While the isotope cost him his sight, it enhanced all his other senses. Shortly thereafter, his father was killed by mobsters for refusing to take a fall in a mob-run boxing match. Matt vowed revenge on all the criminals of Hell's Kitchen and began training in martial arts with the legendary sensei Stick.

As an adult, Matt fights crime both within and without the boundaries of the law. In addition to his duties as Daredevil, he often runs a thriving law office with his longtime pal Foggy Nelson.

### PERSONALITY

Though firmly dedicated to the pursuit of justice, Matt is not above a joke or engaging in a bit of romance. His legal clients think of him as a charming, highly considerate gentleman.

## TRAITS & TAGS

### TRAITS

- Dealmaker
- Fearless
- Free Running
- Legal Eagle
- Public Speaking
- Weird

### TAGS

- Heroic
- **Obligation:** Work
- Secret Identity
- Vision Issues

## POWERS

### BASIC

- Heightened Senses 2
- **Iconic Weapon:** Daredevil's Billy Club. Adds +1 damage multiplier and grants the swingline movement mode, with a speed equal to triple his Run Speed. The Billy Club can be thrown and instantly retrieved. The range of the Billy Club and the reach of the swingline is equal to its Swingline Speed: 15 spaces.

### MARTIAL ARTS

- Attack Stance
- Chain Strikes
- Do This All Day
- Fast Strikes
- Leg Sweep

# DEADPOOL

Art by Kamome Shirahama

| RANK | KARMA |
|---|---|
| 4 | — |

| HEALTH | DAMAGE REDUCTION |
|---|---|
| 120 | — |

| FOCUS | DAMAGE REDUCTION |
|---|---|
| 90 | -2 |

| SPEED | INITIATIVE MODIFIER |
|---|---|
| **Run:** 5<br>**Climb:** 3<br>**Swim:** 3<br>**Jump:** 3 | +3 |

## ABILITIES

| | ABILITY SCORE | DEFENSE SCORE | NON-COMBAT CHECKS |
|---|---|---|---|
| MELEE | 5 | 15 | +6 |
| AGILITY | 4 | 14 | +5 |
| RESILIENCE | 4 | 14 | +4 |
| VIGILANCE | 3 | 13 | +3 |
| EGO | 3 | 13 | +3 |
| LOGIC | 1 | 11 | +1 |

## DAMAGE

| | dMarvel | MULTIPLIER | | ABILITY |
|---|---|---|---|---|
| MELEE | dMarvel | × 5 | + | 5 |
| AGILITY | dMarvel | × 5 | + | 4 |
| EGO | dMarvel | × 4 | + | 3 |
| LOGIC | dMarvel | × 4 | + | 1 |

## BIOGRAPHY

**Real Name:** Wade Wilson
**Height:** 6'2" **Weight:** 210 lbs. **Gender:** Male
**Eyes:** Brown **Hair:** Bald **Size:** Average
**Distinguishing Features:** Full-body scarring
**Occupation:** Adventurer
**Origin:** Weird Science
**Teams:** Mercs for Money
**Base:** Mobile

### HISTORY

Wade Wilson was an ordinary man, until he contracted a deadly cancer. On the verge of death, he turned to the experimental Weapon X program, where scientists implanted him with Wolverine's healing factor. The treatment saved Wilson's life but drove him insane and left him with scars all over his body.

As the super-powered Deadpool, Wade's driving motivation has long been to just have a good time. He's worked as a contract killer, a mercenary and a bona fide super hero. Whether it's money, power or a decent lunch, he seeks only whatever will please him in a given moment.

### PERSONALITY

Thoroughly insane, Deadpool can be a good guy one minute and a terrifying villain the next. He's best known for his anarchic jokester attitude. He takes almost nothing seriously, not even his status—at least in his own mind—as a comic-book character.

## TRAITS & TAGS

### TRAITS

- Abrasive
- Bloodthirsty
- Combat Expert
- Combat Reflexes
- **Connections:** Super Heroes
- Fearless
- Weird

### TAGS

- Black Market Access
- Extreme Appearance
- Public Identity
- **Signature Weapon:** Katana

## POWERS

### BASIC

- Accuracy 1
- Healing Factor
- Mighty 1
- Uncanny 2

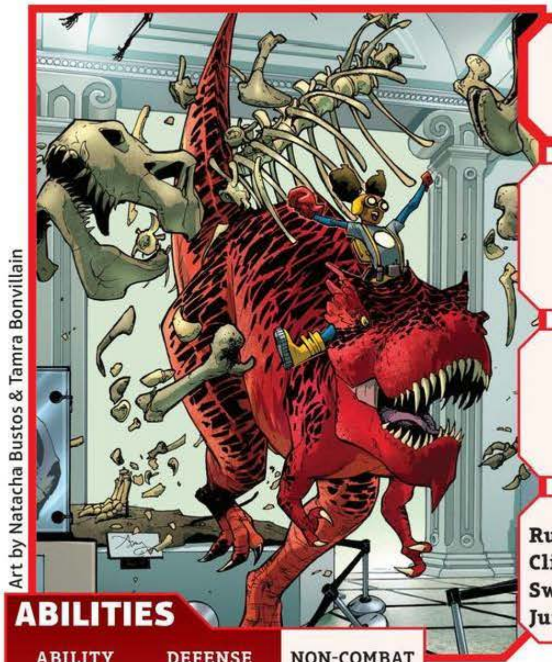
### MARTIAL ARTS

- Attack Stance
- Crushing Grip
- Do This All Day
- Fast Strikes
- Flying Double Kick
- Grappling Technique
- Leaping Leglock
- Leg Sweep

### MELEE WEAPONS (SHARP)

- Exploit
- Fast Attacks
- Hit & Run
- Vicious Attack
- Whirling Frenzy

# DEVIL DINOSAUR


Art by Natacha Bustos & Tamra Bonvillain

| | |
|---|---|
| RANK | 3 |
| KARMA | 3 |
| HEALTH | 180 |
| DAMAGE REDUCTION | −1 |
| FOCUS | 60 |
| DAMAGE REDUCTION | — |
| INITIATIVE MODIFIER | +2 |

SPEED
**Run:** 25
**Climb:** 13
**Swim:** 13
**Jump:** 13

## ABILITIES

| | ABILITY SCORE | DEFENSE SCORE | NON-COMBAT CHECKS |
|---|---|---|---|
| MELEE | 4 | 12 | +6 |
| AGILITY | 2 | 10 | +2 |
| RESILIENCE | 6 | 16 | +6 |
| VIGILANCE | 2 | 12 | +2 |
| EGO | 1 | 11 | +1 |
| LOGIC | 1 | 11 | +1 |

## DAMAGE

| | dMarvel × MULTIPLIER | + ABILITY |
|---|---|---|
| MELEE | dMarvel × 5 | + 6 |
| AGILITY | dMarvel × 3 | + 2 |
| EGO | dMarvel × 3 | + 1 |
| LOGIC | dMarvel × 3 | + 1 |

## TRAITS & TAGS

### Traits

- Abrasive
- Berserker
- **Connections:** Outsiders
- Fearless
- Fresh Eyes
- Stranger

### Tags

- Alien Heritage
- Extreme Appearance
- Heroic
- Mute (Can only roar.)

## POWERS

### Basic

- Heightened Senses 1
- Mighty 2
- Sturdy 1

### Super-Strength

- Clobber
- Crushing Grip
- Ground-Shaking Stomp
- Immovable
- Quick Toss
- Smash
- Unrelenting Smash

### Resize

- Grow 1 (permanently Huge size; Reach 5)

## BIOGRAPHY

**Real Name:** Devil
**Height:** 20' **Weight:** 6000 lbs. **Gender:** Male
**Eyes:** Red **Hair:** None **Size:** Huge
**Distinguishing Features:** Red T. rex.
**Occupation:** Outsider
**Origin:** Alien
**Teams:** Partner to Moon Girl and Moon-Boy
**Base:** New York City

### History

The *Tyrannosaurus rex* known as Devil Dinosaur was born on an alternate Earth, one filled with dinosaurs and simple, apelike humans. As a child, Devil was almost burned to death by a tribe of humans known as the Killer-Folk. He was rescued by a young human of the rival Small-Folk tribe, who called himself Moon-Boy. Together, the two adventured throughout Dinosaur World, repeatedly foiling the dastardly plots of the Killer-Folk.

Following the death of Moon-Boy at the hands of the Killer-Folk, Devil and a number of the Killer-Folk were transported to Earth-616. There, he teamed up with child prodigy Lunella Lafayette, who took the title of Moon Girl, and the two have been adventuring together ever since.

### Personality

Although he cannot speak, Devil Dinosaur shows signs of human-level intelligence. He seems to have the ability to understand human language and follow complex plans. In any case, he's no less ferocious or effective in battle than any other T. rex.

# DOCTOR DOOM

Art by Gabriele Dell'Otto

| RANK | KARMA |
|---|---|
| 5 | — |

| HEALTH | DAMAGE REDUCTION |
|---|---|
| 90 | -2 |

| FOCUS | DAMAGE REDUCTION |
|---|---|
| 120 | -2 |

| SPEED | INITIATIVE MODIFIER |
|---|---|
| Run: 5<br>Climb: 3<br>Swim: 3<br>Jump: 3 | +4 |

## ABILITIES

| | ABILITY SCORE | DEFENSE SCORE | NON-COMBAT CHECKS |
|---|---|---|---|
| MELEE | 2 | 12 | +3 |
| AGILITY | 3 | 13 | +3 |
| RESILIENCE | 3 | 13 | +3 |
| VIGILANCE | 4 | 14 | +4 |
| EGO | 7 | 17 | +9 |
| LOGIC | 6 | 16 | +7 |

## DAMAGE

| | dMarvel | MULTIPLIER | | ABILITY |
|---|---|---|---|---|
| MELEE | MARVEL × | 6 | + | 2 |
| AGILITY | MARVEL × | 5 | + | 3 |
| EGO | MARVEL × | 7 | + | 7 |
| LOGIC | MARVEL × | 6 | + | 6 |

## BIOGRAPHY

**Real Name:** Victor Von Doom

**Height:** 6'2" **Weight:** 225 lbs. **Gender:** Male

**Eyes:** Brown **Hair:** Brown **Size:** Average

**Distinguishing Features:** Heavily scarred face, suit of armor

**Occupation:** Leader

**Origin:** Magic: Sorcery

**Teams:** Intergalactic Council, Savage Avengers, Terrible Trio

**Base:** Latveria

### HISTORY

Born to a poor Romani family in the far-flung country of Latveria, Victor Von Doom first encountered Reed Richards while in college on scholarship. The two were instantly bonded as intellectual rivals and compatriots. However, Doom quickly grew tired of Richards upstaging him, purposefully ignoring a mistake in his experimental calculations just because Richards pointed it out. Doom's experiment blew up in his face, permanently scarring him.

Bent on revenge, Victor quit college and obtained a powerful suit of Tibetan armor, becoming the dreaded Doctor Doom. He conquered his homeland of Latveria, declaring himself king. Ever since, he's been a monstrous threat to Reed Richards, the Fantastic Four and the world at large.

### PERSONALITY

Doom's defining feature is his ego. Be it science or sorcery, he wishes to believe that he is the best at everything he does, and he is deeply angered by any evidence which would point to the contrary.

## TRAITS & TAGS

### TRAITS

- Combat Expert
- Font of Information
- Inventor
- Iron Will
- Piloting
- Presence
- Tech Reliance

### TAGS

- Authority
- Extreme Appearance
- Lab Access
- **Linguist:** English, German, Hungarian, Latverian, Romani
- Powerful
- Public Identity
- Sorcerous
- Supernatural
- Villainous

## POWERS

### BASIC

- Brilliance 1
- Discipline 2
- Flight 1
- Mighty 1
- Sturdy 2
- Uncanny 2

### ELEMENTAL CONTROL (ENERGY)

- Elemental Barrier
- Elemental Blast
- Elemental Burst

### MAGIC (SORCERY SET)

- Astral Form
- Crimson Bands of Cyttorak
- Dispel Spell
- Flames of the Faltine
- Summon Portal

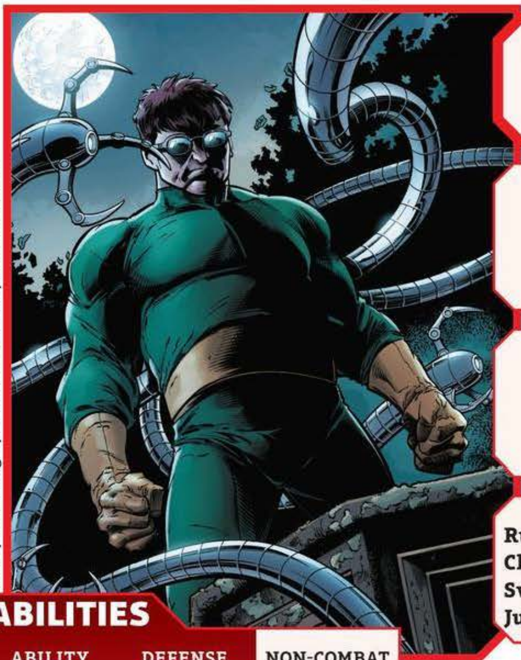
### MARTIAL ARTS

- Attack Stance
- Defense Stance

### TELEPATHY

- Machine Telepathy
- Telepathic Link

# DOCTOR OCTOPUS (OTTO OCTAVIUS)



Art by Mark Bagley, Andrew Hennessy & Brian Reber

| | |
|---|---|
| **RANK** | 4 |
| **KARMA** | — |
| **HEALTH** | 90 |
| **DAMAGE REDUCTION** | — |
| **FOCUS** | 60 |
| **DAMAGE REDUCTION** | — |
| **INITIATIVE MODIFIER** | +2 |

**SPEED**
**Run:** 5
**Climb:** 5
**Swim:** 3
**Jump:** 5

## ABILITIES

| | ABILITY SCORE | DEFENSE SCORE | NON-COMBAT CHECKS |
|---|---|---|---|
| MELEE | 4 | 14 | +6 |
| AGILITY | 3 | 13 | +3 |
| RESILIENCE | 3 | 13 | +3 |
| VIGILANCE | 2 | 12 | +2 |
| EGO | 4 | 14 | +4 |
| LOGIC | 5 | 15 | +7 |

## DAMAGE

| | dMarvel | MULTIPLIER | | ABILITY |
|---|---|---|---|---|
| MELEE | dMarvel | × 6 | + | 4 |
| AGILITY | dMarvel | × 4 | + | 3 |
| EGO | dMarvel | × 4 | + | 4 |
| LOGIC | dMarvel | × 6 | + | 5 |

## BIOGRAPHY

**Real Name:** Otto Octavius
**Height:** 5'9" **Weight:** 245 lbs. **Gender:** Male
**Eyes:** Brown **Hair:** Brown **Size:** Average
**Distinguishing Features:** Four mechanical arms
**Occupation:** Scientist
**Origin:** High Tech, Weird Science
**Teams:** Masters of Evil, Sinister Six
**Base:** New York City

### HISTORY

Everything changed for brilliant scientist Otto Octavius after a lab experiment gone wrong drove him mad and left him with mental control of four mechanicals arms. With these powerful limbs at his disposal, Octavius decided to finance his future research through crime, becoming the super villain Doctor Octopus.

Doc Ock's life has been intertwined with that of his one-time admirer Peter Parker (Spider-Man). Ock has fought Spider-Man countless times, romanced Parker's Aunt May and even become Parker himself for a brief period. As more multiversal variants of Spider-Man appear, more versions of Doc Ock have also manifested themselves.

### PERSONALITY

Doctor Octopus is a Grade-A narcissist. He considers his scientific endeavors to be of the greatest importance to humanity, and he is not above robbing, hurting and even killing others in the pursuit of his research.

## TRAITS & TAGS

### TRAITS

- Abrasive
- Extraordinary Origin
- Inventor
- Scientific Expertise
- Skeptical
- Tech Reliance
- Weird

### TAGS

- Lab Access
- Public Identity
- Villainous

## POWERS

### BASIC

- Additional Limb
- Brilliance 2
- Mighty 2

### PLASTICITY

- Extended Reach 1

### SPIDER-POWERS

- Spider-Dodge
- Wallcrawling

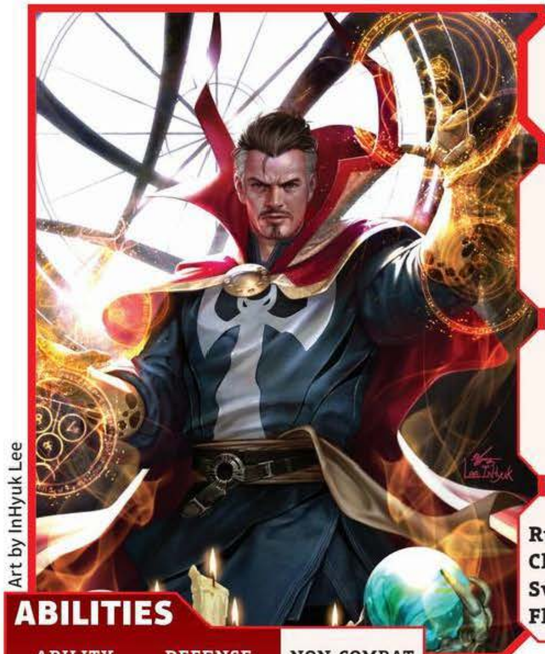
### SUPER-STRENGTH

- Banging Heads
- Crushing Grip
- Clobber
- Jump 1
- Quick Toss

### TELEPATHY

- Machine Telepathy

# DOCTOR STRANGE



Art by InHyuk Lee

**RANK** 6

**KARMA** 6

**HEALTH** 90

**DAMAGE REDUCTION** —

**FOCUS** 210

**DAMAGE REDUCTION** —

**SPEED**
**Run:** 5
**Climb:** 3
**Swim:** 3
**Flight:** 30

**INITIATIVE MODIFIER** +7

## ABILITIES

| | ABILITY SCORE | DEFENSE SCORE | NON-COMBAT CHECKS |
|---|---|---|---|
| MELEE | 3 | 13 | +3 |
| AGILITY | 3 | 13 | +4 |
| RESILIENCE | 3 | 13 | +3 |
| VIGILANCE | 7 | 17 | +7 |
| EGO | 9 | 19 | +13 |
| LOGIC | 6 | 16 | +7 |

## DAMAGE

| | dMarvel | | MULTIPLIER | | ABILITY |
|---|---|---|---|---|---|
| MELEE | dMarvel | × | 6 | + | 3 |
| AGILITY | dMarvel | × | 7 | + | 3 |
| EGO | dMarvel | × | 10 | + | 9 |
| LOGIC | dMarvel | × | 7 | + | 6 |

## BIOGRAPHY

**Real Name:** Stephen Vincent Strange
**Height:** 6'2" **Weight:** 180 lbs. **Gender:** Male
**Eyes:** Gray **Hair:** Black, gray **Size:** Average
**Distinguishing Features:** Minor scars on hands
**Occupation:** Health Care Worker
**Origin:** Magic: Sorcery
**Teams:** Avengers, Strange Academy
**Base:** New York City

### HISTORY

After a car accident damaged the nerves in his hands, Dr. Stephen Strange was forced to retire from his job as a successful neurosurgeon. Desperate for a cure, Stephen pawned what few possessions he had and voyaged to Tibet, where he sought out a powerful sorcerer known only as the Ancient One.

Rather than simply heal Stephen's hands, the Ancient One offered to make the gifted young man his apprentice. Stephen accepted the offer and spent years training under the Ancient One's tutelage. Following his master's death, Stephen ascended to the title of Sorcerer Supreme and became the world's foremost mystical defender.

### PERSONALITY

Even back in his surgeon days, Stephen Strange was known for his haughty and cold personality. He has since learned several lessons in humility, and he's developed a soft spot for his closest allies, particularly his wife, Clea.

## TRAITS & TAGS

### TRAITS

- Abrasive
- Clinician
- Combat Reflexes
- First Aid
- Font of Information
- Honest
- Iron Will
- Loner

### TAGS

- **Enemy:** Baron Mordo
- **Enemy:** Dormammu
- Heroic
- Public Identity
- Prescription Pad
- Sorcerous
- Supernatural

## POWERS

### BASIC

- Accuracy 1
- Brilliance 1
- Discipline 4
- Flight 2

### MAGIC (SORCERY SET)

- Astral Form
- Bolts of Balthakk
- Crimson Bands of Cyttorak
- Dispel Spell
- Flames of the Faltine
- Icy Tendrils of Ikthalon
- Images of Ikonn
- Mist of Morpheus
- Mists of Munnopor
- Shield of the Seraphim (20 points to shatter)
- Summon Portal
- Vapors of Valtorr
- Winds of Watoomb

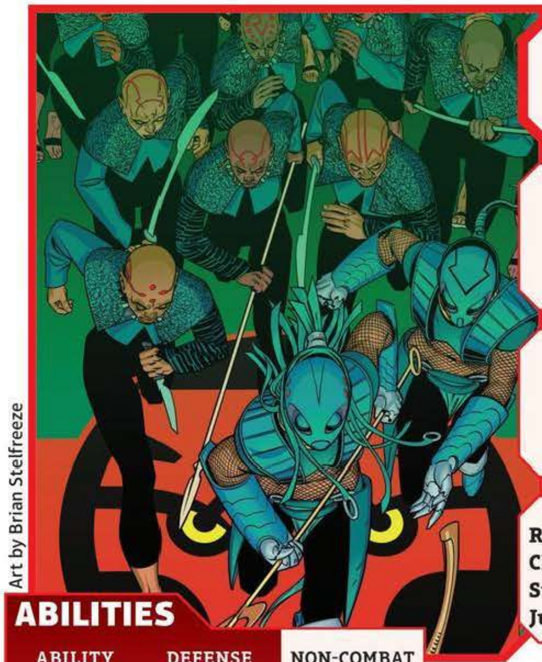
### MARTIAL ARTS

- Attack Stance
- Defense Stance
- Do This All Day

### TELEPATHY

- Telepathic Link
- Telepathic Network

# DORA MILAJE WARRIOR


Art by Brian Stelfreeze

| RANK | KARMA |
|---|---|
| 2 | 2 |

| HEALTH | DAMAGE REDUCTION |
|---|---|
| 60 | -2 |

| FOCUS | DAMAGE REDUCTION |
|---|---|
| 60 | — |

**SPEED**
**Run:** 5
**Climb:** 3
**Swim:** 3
**Jump:** 3

**INITIATIVE MODIFIER** +1E

## ABILITIES

| | ABILITY SCORE | DEFENSE SCORE | NON-COMBAT CHECKS |
|---|---|---|---|
| MELEE | 3 | 13 | +3 |
| AGILITY | 2 | 12 | +2 |
| RESILIENCE | 2 | 12 | +2 |
| VIGILANCE | 1 | 11 | +1 |
| EGO | 1 | 11 | +2 |
| LOGIC | 1 | 11 | +2 |

## DAMAGE

| | dMarvel | MULTIPLIER | | ABILITY |
|---|---|---|---|---|
| MELEE | dMarvel × | 2 | + | 3 |
| AGILITY | dMarvel × | 2 | + | 2 |
| EGO | dMarvel × | 3 | + | 1 |
| LOGIC | dMarvel × | 3 | + | 1 |

## TRAITS & TAGS

### TRAITS
- Battle Ready
- Combat Expert
- **Connections:** Military (Dora Milaje)
- Determination
- Extraordinary Origin
- Situational Awareness
- Tech Reliance

### TAGS
- Heroic
- Hounded
- Public Identity

## BIOGRAPHY

**Real Name:** Varies
**Height:** Varies **Weight:** Varies **Gender:** Varies
**Eyes:** Varies **Hair:** Varies **Size:** Average
**Distinguishing Features:** Vibranium armor, weaponry
**Occupation:** Military
**Origin:** High Tech, Special Training
**Teams:** Dora Milaje
**Base:** Wakanda

### HISTORY

The Dora Milaje, also known as the "Mighty and Adored," are the militarized personal guard of the Black Panther. The first incarnation of the Dora Milaje was established in Wakanda many centuries ago, but they had long been put out of commission until T'Challa (the current Black Panther) reinstated them.

Following some recent revolts within the Dora Milaje, the Black Panther agreed to limit his own powers as monarch and establish a democratic government in Wakanda. The Dora Milaje still exist and still protect the Panther, but their powers as a military organization have also considerably diminished.

### PERSONALITY

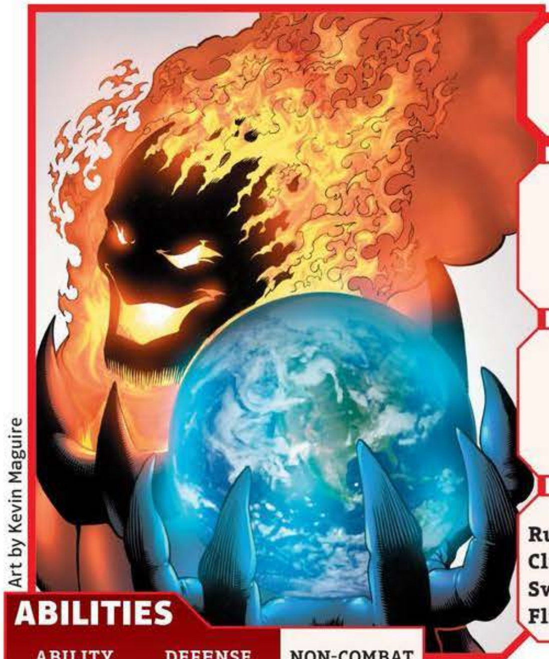
The warriors of the Dora Milaje are, by and large, proud and powerful military women. They join the Dora out of pride for their country and respect for the Black Panther. Most members of the Dora Milaje shave themselves bald when they enter the organization as a show of dedication.

## POWERS

### BASIC
- Discipline 1
- Sturdy 2

### MELEE WEAPONS (SHARP)
- Exploit
- Fast Attacks
- Hit & Run
- Riposte
- Vicious Attack
- Whirling Frenzy

# DORMAMMU


Art by Kevin Maguire

| RANK | KARMA |
|---|---|
| 6 | — |

| HEALTH | DAMAGE REDUCTION |
|---|---|
| 150 | — |

| FOCUS | DAMAGE REDUCTION |
|---|---|
| 180 | — |

| SPEED | INITIATIVE MODIFIER |
|---|---|
| **Run:** 6<br>**Climb:** 3<br>**Swim:** 3<br>**Flight:** 36 | +5 |

## ABILITIES

| | ABILITY SCORE | DEFENSE SCORE | NON-COMBAT CHECKS |
|---|---|---|---|
| MELEE | 4 | 14 | +8 |
| AGILITY | 6 | 16 | +6 |
| RESILIENCE | 5 | 15 | +5 |
| VIGILANCE | 5 | 15 | +5 |
| EGO | 9 | 19 | +11 |
| LOGIC | 2 | 12 | +4 |

## DAMAGE

| | dMarvel | MULTIPLIER | | ABILITY |
|---|---|---|---|---|
| MELEE | MARVEL | × 10 | + | 4 |
| AGILITY | MARVEL | × 6 | + | 6 |
| EGO | MARVEL | × 8 | + | 9 |
| LOGIC | MARVEL | × 8 | + | 2 |

## TRAITS & TAGS

### TRAITS

- Abrasive
- Battle Ready
- Bloodthirsty
- Dealmaker
- Fearless
- Leverage
- Presence

### TAGS

- Authority
- Cursed
- Powerful
- Sorcerous
- Supernatural
- Villainous

## BIOGRAPHY

**Real Name:** Dormammu

**Height:** Varies **Weight:** Varies **Gender:** Male

**Eyes:** Yellow **Hair:** Flames **Size:** Average

**Distinguishing Features:** Flaming body

**Occupation:** Leader

**Origin:** Magic: Demonic

**Teams:** Hell Lords, Lords of the Splinter Realms

**Base:** Dark Dimension

### HISTORY

Exiled from the mystical realm known as the Faltine, Dormammu and his family singlehandedly conquered the native people of the Multiverse-spanning Dark Dimension, turning it into their fortress. Over untold centuries, Dormammu slowly pushed the other members of his family out of power, eventually declaring himself the sole Lord of the Dark.

As a being of nearly limitless power, Dormammu's conquest of all reality has been halted solely by the ancient lineage of the Sorcerer Supreme, but time has not dulled the dark one's ambitions. Aided by his servant Baron Mordo, Dormammu's schemes to defeat the Sorcerer Supreme have only become more frequent and dangerous over the last several decades.

### PERSONALITY

As one of the most intelligent and long-lived conquerors across all existence, Dormammu is proud in victory and a pragmatist in defeat. Dormammu considers every defeat a minor setback on the road to his eternal reign. Ever the opportunist, he always finds a way to turn an unfavorable short-term situation into a long-term advantage.

## POWERS

### BASIC

- Discipline 2
- Flight 2
- Mighty 4

### MAGIC

- Sense Supernatural

### MAGIC (DEMONIC SET)

- Hellfire Chains
- Sense Sins

### MAGIC (SORCERY SET)

- Bolts of Balthakk
- Flames of the Faltine
- Images of Ikonn
- Shield of the Seraphim (20 points to shatter)
- Summon Portal

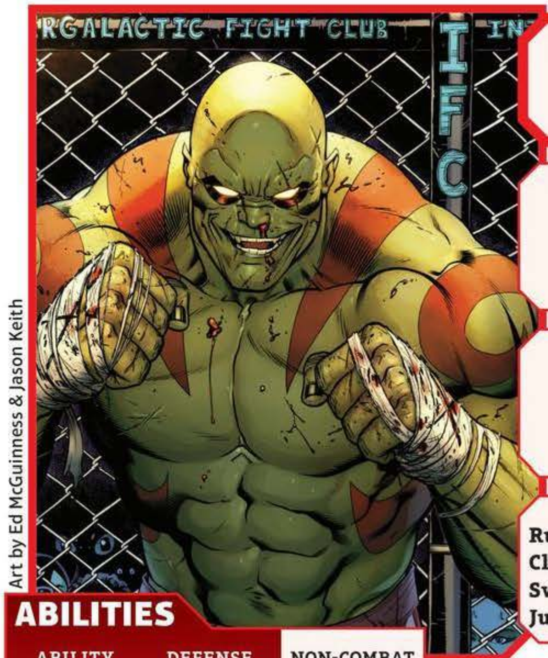
### RESIZE

- Grow 3
- Growing Attack

### SUPER-STRENGTH

- Clobber
- Crushing Grip
- Ground-Shaking Stomp
- Smash

# DRAX



Art by Ed McGuinness & Jason Keith

| | |
|---|---|
| RANK | 5 |
| KARMA | 5 |
| HEALTH | 210 |
| DAMAGE REDUCTION | -2 |
| FOCUS | 90 |
| DAMAGE REDUCTION | — |
| INITIATIVE MODIFIER | +3 |

SPEED
**Run:** 6
**Climb:** 3
**Swim:** 3
**Jump:** 3

## ABILITIES

| ABILITY SCORE | | DEFENSE SCORE | NON-COMBAT CHECKS |
|---|---|---|---|
| 9 | MELEE | 18 | +11 |
| 4 | AGILITY | 13 | +4 |
| 7 | RESILIENCE | 17 | +7 |
| 3 | VIGILANCE | 13 | +3 |
| 2 | EGO | 12 | +2 |
| 0 | LOGIC | 10 | 0 |

## DAMAGE

| | dMarvel | MULTIPLIER | | ABILITY |
|---|---|---|---|---|
| MELEE | dMarvel × | 7 | + | 9 |
| AGILITY | dMarvel × | 5 | + | 4 |
| EGO | dMarvel × | 5 | + | 2 |
| LOGIC | dMarvel × | 5 | + | 0 |

## TRAITS & TAGS

### TRAITS
- Abrasive
- Big (Reach 2)
- Combat Expert
- **Connections:** Super Heroes
- Fearless
- Honest
- Stranger

### TAGS
- Alien Heritage
- Black Market Access
- **Enemy:** Thanos
- Extreme Appearance
- Heroic
- Public Identity

## BIOGRAPHY

**Real Name:** Arthur Sampson Douglas
**Height:** 6'4" **Weight:** 680 lbs. **Gender:** Male
**Eyes:** Entirely red **Hair:** Bald **Size:** Big
**Distinguishing Features:** Green skin covered in red tattoos
**Occupation:** Adventurer
**Origin:** Alien
**Teams:** Guardians of the Galaxy, Infinity Watch, United Front
**Base:** Mobile

### HISTORY

While driving through the Mojave Desert, Arthur Douglas and his wife and daughter spotted Thanos' spaceship on a reconnaissance mission, and Thanos destroyed their car to keep his presence secret. Horrified, Thanos' father (Mentor) asked his own father (Kronos) to help him create someone powerful enough to defeat Thanos. Together, they formed a body and imbued it with Douglas' spirit, calling it Drax. Awakening in this new form, Drax had no memory of his original life, only a driving hatred for his murderer.

Drax later regained his memories and learned Mentor had also rescued his daughter, who had become Moondragon. He has killed Thanos a number of times, although the Mad Titan keeps coming back.

After helping end the Annihilation War, Drax joined the Guardians of the Galaxy. He was resurrected once after being killed, but he came back in a smaller form with fewer powers. He later sacrificed himself to save the rest of the Guardians of the Galaxy, but a clone with his memories has since taken his place.

### PERSONALITY

Drax began as a moody person bent on vengeance. While he can still be dire and serious when on a mission, he has lightened up a great deal over the years and come to enjoy fighting for the sheer thrill of it. He has a dark, off-beat sense of humor rooted in the fact that he has only a rudimentary understanding of society, how jokes work and what most people would consider terrifying.

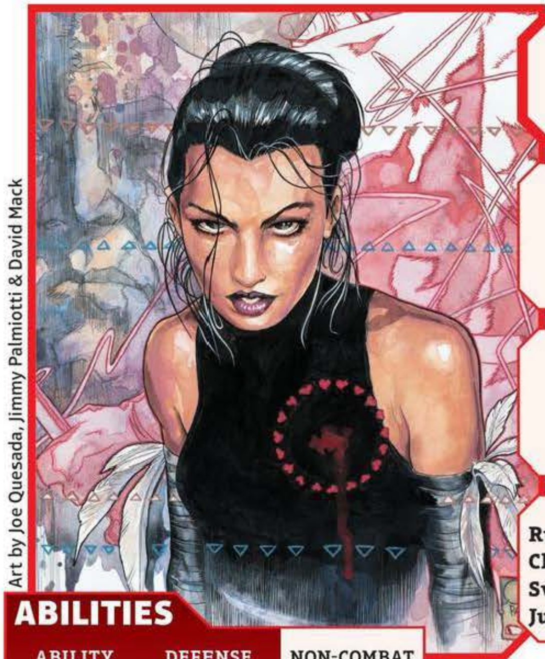
## POWERS

### BASIC
- Combat Trickery
- Environmental Protection
- Healing Factor
- Heightened Senses 2
- Mighty 2
- Sturdy 2

### MARTIAL ARTS
- Attack Stance
- Crushing Grip
- Counterstrike Technique
- Untouchable Position

### MELEE WEAPONS (SHARP)
- Exploit
- Focused Fury
- Hit & Run
- Vicious Attack

# ECHO



Art by Joe Quesada, Jimmy Palmiotti & David Mack

| RANK | KARMA |
|---|---|
| 2 | 2 |

| HEALTH | DAMAGE REDUCTION |
|---|---|
| 30 | — |

| FOCUS | DAMAGE REDUCTION |
|---|---|
| 60 | — |

**SPEED**
**Run:** 5
**Climb:** 3
**Swim:** 3
**Jump:** 3

**INITIATIVE MODIFIER** +2

## ABILITIES

| | ABILITY SCORE | DEFENSE SCORE | NON-COMBAT CHECKS |
|---|---|---|---|
| MELEE | 2 | 12 | +2 |
| AGILITY | 3 | 13 | +3 |
| RESILIENCE | 1 | 11 | +1 |
| VIGILANCE | 2 | 2 | +2 |
| EGO | 1 | 11 | +1 |
| LOGIC | 1 | 11 | +1 |

## DAMAGE

| | dMarvel | × MULTIPLIER | + ABILITY |
|---|---|---|---|
| MELEE | dMarvel | × 2 | + 2 |
| AGILITY | dMarvel | × 2 | + 3 |
| EGO | dMarvel | × 2 | + 1 |
| LOGIC | dMarvel | × 2 | + 1 |

## BIOGRAPHY

**Real Name:** Maya Lopez
**Height:** 5'9" **Weight:** 125 lbs. **Gender:** Female
**Eyes:** Brown **Hair:** Black **Size:** Average
**Distinguishing Features:** White handprint makeup on face
**Occupation:** Entertainer
**Origin:** Special Training
**Teams:** Avengers, Daughters of Liberty
**Base:** Avengers Mountain

### HISTORY

When Maya Lopez was a child, her father was gunned down by his own boss: Wilson Fisk (Kingpin). Seeing the young girl's potential, Fisk took her in, giving her special training and eventually tricking her into believing that her father's killer was Daredevil.

After fighting the Man Without Fear several times, Maya discovered the Kingpin's deception and turned on him. Her quest for vengeance resolved, she became a tireless fighter for justice around the world.

### PERSONALITY

As a deaf woman and a member of the Cheyenne Nation, Maya has faced many struggles. Despite this, she generally manages to stay upbeat. She has a particular love for the theatrical arts, having become a concert pianist and an expert dancer.

## TRAITS & TAGS

### TRAITS
- Combat Reflexes
- Determination
- Famous
- Fearless
- Presence
- Public Speaking

### TAGS
- Auditory Issues
- Heroic
- Public Identity

## POWERS

### BASIC
- Combat Trickery

### MARTIAL ARTS
- Attack Stance
- Chain Strikes
- Counterstrike Technique
- Defense Stance
- Fast Strikes
- Leg Sweep

### POWER CONTROL
- Clone Moves

# ELEKTRA

Art by Mark Bagley & Edgar Delgado

| RANK | KARMA |
|---|---|
| 2 | — |

| HEALTH | DAMAGE REDUCTION |
|---|---|
| 60 | — |

| FOCUS | DAMAGE REDUCTION |
|---|---|
| 30 | — |

| SPEED | INITIATIVE MODIFIER |
|---|---|
| **Run:** 5<br>**Climb:** 3<br>**Swim:** 3<br>**Jump:** 3 | +1 |

## ABILITIES

| | ABILITY SCORE | DEFENSE SCORE | NON-COMBAT CHECKS |
|---|---|---|---|
| MELEE | 3 | 13 | +3 |
| AGILITY | 2 | 12 | +2 |
| RESILIENCE | 2 | 12 | +2 |
| VIGILANCE | 1 | 11 | +1 |
| EGO | 1 | 11 | +1 |
| LOGIC | 2 | 12 | +2 |

## DAMAGE

| | dMarvel | × | MULTIPLIER | + | ABILITY |
|---|---|---|---|---|---|
| MELEE | dMarvel | × | 2 | + | 3 |
| AGILITY | dMarvel | × | 2 | + | 2 |
| EGO | dMarvel | × | 2 | + | 1 |
| LOGIC | dMarvel | × | 2 | + | 2 |

## TRAITS & TAGS

### Traits

- Combat Reflexes
- **Connections:** Criminal
- Determination
- Fearless
- **Signature Attack:** Fast Attacks

### Tags

- Hunted
- Secret Identity
- **Signature Weapon:** Sai
- Streetwise

## BIOGRAPHY

**Real Name:** Elektra Natchios

**Height:** 5'9" **Weight:** 130 lbs. **Gender:** Female

**Eyes:** Blue **Hair:** Black **Size:** Average

**Distinguishing Features:** None

**Occupation:** Assassin

**Origin:** Special Training

**Teams:** The Hand, Savage Avengers

**Base:** Hell's Kitchen

### History

Already working as an agent of the Hand, Elektra first encountered Matt Murdock while in college. Admirers of each other's skills, the two quickly fell in love, but after a tragic accident killed Elektra's father, she abandoned Matt to return to her work as an assassin.

Years later, while working for Kingpin, Elektra encountered Matt again, this time as the super hero Daredevil. They slowly began to rekindle their romance, and after years of fighting both together and separately—both of them being killed and resurrected multiple times—they seem to have finally gotten it together as partners. They now defend Hell's Kitchen together, both acting as Daredevil.

### Personality

Trained as an assassin, Elektra is generally a cold and private person. However, she does have a soft spot for Matt Murdock. More than anything, she is defined by the unwavering determination she shows in pursuit of her goals.

## POWERS

### Martial Arts

- Attack Stance
- Counterstrike Technique
- Fast Strikes
- Leg Sweep

### Melee Weapons (Sharp)

- Exploit
- Fast Attacks
- Vicious Attack

## EMMA FROST

Art by Arthur Adams & Jason Keith

| | |
|---|---|
| RANK | 5 |
| KARMA | 5 |
| HEALTH | 120 |
| DAMAGE REDUCTION | —/-2 |
| FOCUS | 180 |
| DAMAGE REDUCTION | -2 |
| INITIATIVE MODIFIER | +6 |

**SPEED**

**Run:** 5
**Climb:** 3
**Swim:** 3
**Jump:** 3

### ABILITIES

| | ABILITY SCORE | DEFENSE SCORE | NON-COMBAT CHECKS |
|---|---|---|---|
| MELEE | 2 | 12 | +2/+3 |
| AGILITY | 2 | 12 | +2 |
| RESILIENCE | 4 | 14 | +4 |
| VIGILANCE | 6 | 16 | +6 |
| EGO | 4 | 14 | +4 |
| LOGIC | 8 | 18 | +9 |

### DAMAGE

| | dMarvel | MULTIPLIER | | ABILITY |
|---|---|---|---|---|
| MELEE | × | 5/6 | + | 2 |
| AGILITY | × | 5 | + | 2 |
| EGO | × | 5 | + | 4 |
| LOGIC | × | 6/5 | + | 8 |

## BIOGRAPHY

**Real Name:** Emma Frost
**Height:** 5'10" **Weight:** 144 lbs. **Gender:** Female
**Eyes:** Blue **Hair:** Dyed blond **Size:** Average
**Distinguishing Features:** None
**Occupation:** Tycoon
**Origin:** Mutant
**Teams:** Hellfire Club, X-Men
**Base:** Krakoa

### HISTORY

The mutant daughter of a wealthy family, Emma Frost was born with psychic powers rivaling those of Professor X himself. Later in life, she would further obtain the ability to transform herself into a powerful crystalline form.

As a young woman, Emma rejected multiple invitations to join the X-Men, only revealing herself to the world as a mutant after encountering Sebastian Shaw, the Black King of the villainous Hellfire Club. Frost became his White Queen, and together, they fought the X-Men. After defeating the Black King, the X-Men persuaded Emma to leave the Hellfire Club behind. Since then, Emma Frost has often been on the side of good, only occasionally falling back into old ways.

### PERSONALITY

As a wealthy heiress, Emma Frost was taught from birth to be proud, spoiled and petty. Over the course of decades, she has managed to become a bit more considerate and self-aware, but the attitudes she picked up in her youth frequently overwhelm her better nature.

### ALTERNATE FORM

Frost underwent a secondary mutation that allows her to transform into crystalline form. This grants her the Mighty 1 and Sturdy 2 powers. She cannot use her Brilliance 1, Telepathy and Power Control powers when in that form. She can use her Uncanny 2 power in either form.

Numbers before a slash are for her regular human form, and numbers after a slash are for her crystalline form.

## TRAITS & TAGS

### TRAITS

- Beguiling
- Combat Expert
- **Connections:** Celebrities
- Famous
- Gearhead
- Piloting
- Presence

### TAGS

- Alternate Form (Crystalline Form)
- Extreme Appearance (in Alternate Form)
- Heroic
- Hounded
- Krakoan
- Rich
- X-Gene

## POWERS

### BASIC

- Brilliance 1
- Mighty 1
- Sturdy 2
- Uncanny 2

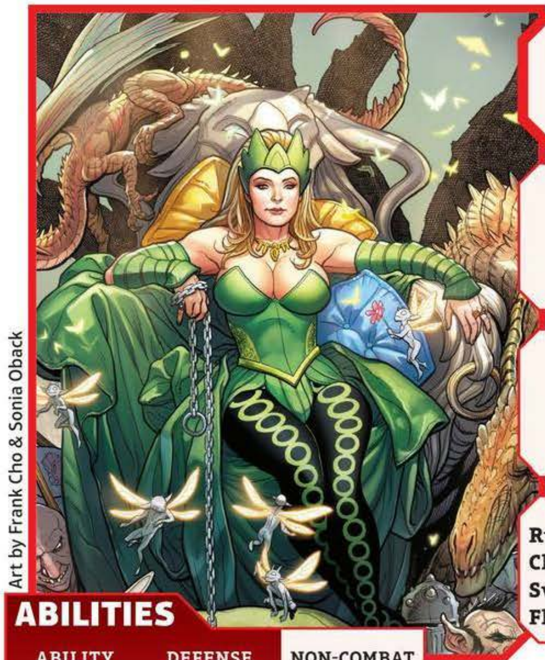
### POWER CONTROL

- Dampen Power
- Shut Down Powers

### TELEPATHY*

- Astral Form
- Cloak
- Command
- Domination
- Edit Memory
- Information Upload
- Memory Blip
- Mind Interrogation
- Mind Reading
- Mirage
- Orders
- Telepathic Blast
- Telepathic Link
- Telepathic Network

# ENCHANTRESS



Art by Frank Cho & Sonia Oback

| RANK | KARMA |
|---|---|
| 5 | — |

| HEALTH | DAMAGE REDUCTION |
|---|---|
| 90 | — |

| FOCUS | DAMAGE REDUCTION |
|---|---|
| 90 | -2 |

**SPEED**

**Run: 5**
**Climb: 3**
**Swim: 3**
**Flight: 25**

**INITIATIVE MODIFIER** +3

## ABILITIES

| | ABILITY SCORE | DEFENSE SCORE | NON-COMBAT CHECKS |
|---|---|---|---|
| MELEE | 4 | 14 | +5 |
| AGILITY | 3 | 13 | +3 |
| RESILIENCE | 3 | 13 | +3 |
| VIGILANCE | 3 | 13 | +3 |
| EGO | 7 | 17 | +9 |
| LOGIC | 5 | 15 | +5 |

## DAMAGE

| | dMarvel | MULTIPLIER | | ABILITY |
|---|---|---|---|---|
| MELEE | dMarvel × | 6 | + | 4 |
| AGILITY | dMarvel × | 5 | + | 3 |
| EGO | dMarvel × | 7 | + | 7 |
| LOGIC | dMarvel × | 5 | + | 5 |

## TRAITS & TAGS

### TRAITS

- Beguiling
- **Connections:** Outsiders
- Dealmaker
- Enhanced Physique
- Extraordinary Origin
- Fresh Eyes
- Glibness
- God Heritage
- Iron Will
- Stranger

### TAGS

- Public Identity
- Sorcerous
- Supernatural
- Worshipped
- Villainous

## BIOGRAPHY

**Real Name:** Amora
**Height:** 6'3" **Weight:** 450 lbs. **Gender:** Female
**Eyes:** Green **Hair:** Blond **Size:** Average
**Distinguishing Features:** None
**Occupation:** Outsider
**Origin:** Magic, Mythic: Asgardian
**Teams:** Astonishing Avengers, Dark Council
**Base:** Asgard

### HISTORY

As the goddess of beauty and one of the most gifted magicians in existence, Amora ranks among the most powerful of the Asgardian elite. She seldom visited the modern world until the day she first encountered Thor Odinson. Impressed with the thunder god's power, she sought to seduce him, but Thor ultimately rejected her in favor of Jane Foster.

Amora has harbored a grudge against Thor ever since. While she has had some brief flirtations with acting heroically, she spends most of her time plotting to take down Thor and the Asgardian royal family at large. To that end, she frequently finds herself acting as an ally to Loki.

### PERSONALITY

Equal parts vain and vengeful, Amora takes no half measures. She takes great pride in her abilities as a seductress and a sorceress, and she extracts brutal retribution against anyone brave enough to slight her. The only thing she fears is being left completely alone, with no one to adore her.

## POWERS

### BASIC

- Discipline 2
- Flight 2
- Mighty 1
- Uncanny 2

### MAGIC (CHAOS SET)

- Hex Bolt
- Jinx

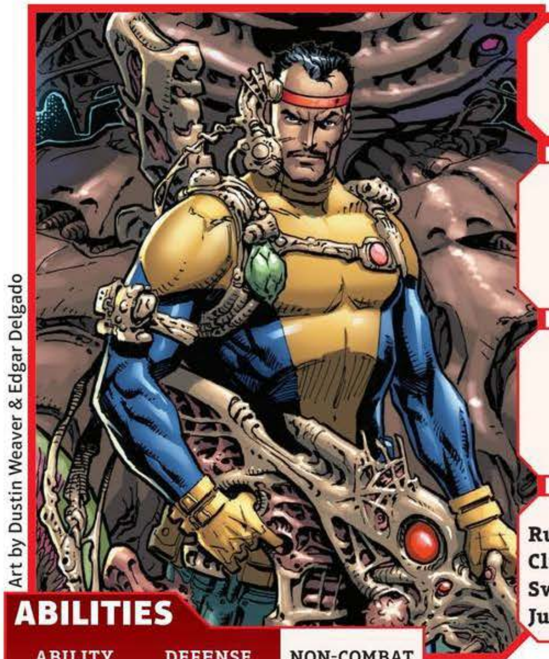
### MAGIC (SORCERY SET)

- Astral Form
- Flames of the Faltine
- Images of Ikonn
- Shield of the Seraphim (20 points to shatter)
- Summon Portal

### TELEPATHY

- Command
- Domination
- ESP
- Mental Shelter
- Mind Reading
- Orders
- Telepathic Link
- Telepathic Possession

# FORGE



Art by Dustin Weaver & Edgar Delgado

| | |
|---|---|
| RANK | 4 |
| KARMA | 4 |
| HEALTH | 120 |
| DAMAGE REDUCTION | -1 |
| FOCUS | 90 |
| DAMAGE REDUCTION | — |
| SPEED | **Run:** 5<br>**Climb:** 3<br>**Swim:** 3<br>**Jump:** 3 |
| INITIATIVE MODIFIER | +3 |

## ABILITIES

| | ABILITY SCORE | DEFENSE SCORE | NON-COMBAT CHECKS |
|---|---|---|---|
| MELEE | 2 | 12 | +2 |
| AGILITY | 2 | 12 | +4 |
| RESILIENCE | 4 | 14 | +4 |
| VIGILANCE | 3 | 13 | +3 |
| EGO | 5 | 15 | +6 |
| LOGIC | 4 | 14 | +6 |

## DAMAGE

| | dMarvel | MULTIPLIER | | ABILITY |
|---|---|---|---|---|
| MELEE | dMarvel | × 4 | + | 2 |
| AGILITY | dMarvel | × 6 | + | 2 |
| EGO | dMarvel | × 5 | + | 5 |
| LOGIC | dMarvel | × 6 | + | 4 |

## BIOGRAPHY

**Real Name:** Unknown

**Height:** 6' **Weight:** 179 lbs. **Gender:** Male

**Eyes:** Brown **Hair:** Black **Size:** Average

**Distinguishing Features:** Bionic leg and hand

**Occupation:** Scientist

**Origin:** High Tech: Cybernetics, Magic: Sorcery, Mutant

**Teams:** X-Force, X-Men

**Base:** Krakoa

### HISTORY

As a powerful Cheyenne shaman and an equally brilliant inventor, the young Forge joined the military and had a traumatic tour of duty, during which he lost his right hand and leg. He went on to work in the field of advanced weapons research. On behalf of the U.S. government, Forge built a gun that could temporarily neutralize super-powers.

When Forge saw that his weapon was being used by S.H.I.E.L.D. agents to target mutants like himself, he abandoned his government job and took up adventuring with the X-Men. While he occasionally goes out adventuring on his own, Forge most enjoys serving as a technician for his fellow X-Men, equipping them with all kinds of powerful gadgets.

### PERSONALITY

Forge revels in his abilities as an inventor to "make the impossible real" as he has called it. He can be both a proud inventor and a soft-hearted romantic, proven by his long on-again-off-again relationship with fellow mutant and super hero Storm.

## TRAITS & TAGS

### TRAITS

- Combat Expert
- Extraordinary Origin (2)
- Gearhead
- Inventor
- Tech Reliance
- Scientific Expertise

### TAGS

- Extreme Appearance
- Heroic
- Hounded
- Krakoan
- Lab Access
- Public Identity
- Sorcerous
- Supernatural
- X-Gene

## POWERS

### BASIC

- Accuracy 2
- Brilliance 2
- Discipline 1
- Sturdy 1

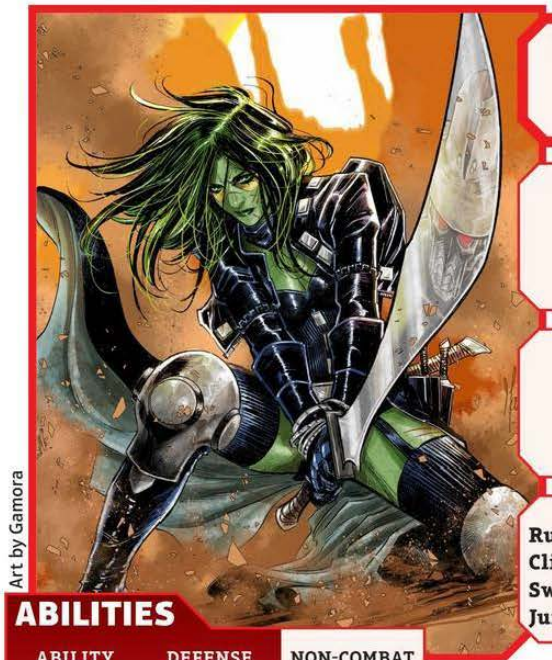
### ELEMENTAL CONTROL (ENERGY)

- Elemental Barrage
- Elemental Barrier
- Elemental Blast
- Elemental Burst
- Elemental Protection 1 (10 points to shatter)
- Elemental Push
- Elemental Ricochet
- Elemental Sphere

### MAGIC (SORCERY SET)

- Astral Form
- Bolts of Balthakk
- Icy Tendrils of Ikthalon
- Summon Portal

# GAMORA



Art by Gamora

| RANK | KARMA |
|---|---|
| 5 | 5 |

| HEALTH | DAMAGE REDUCTION |
|---|---|
| 150 | -1 |

| FOCUS | DAMAGE REDUCTION |
|---|---|
| 150 | — |

| SPEED | INITIATIVE MODIFIER |
|---|---|
| **Run:** 30<br>**Climb:** 15<br>**Swim:** 15<br>**Jump:** 15 | +4E |

## ABILITIES

| ABILITY SCORE | DEFENSE SCORE | NON-COMBAT CHECKS |
|---|---|---|
| 8 MELEE | 18 | +10 |
| 6 AGILITY | 16 | +8 |
| 5 RESILIENCE | 15 | +5 |
| 4 VIGILANCE | 14 | +4 |
| 1 EGO | 11 | +1 |
| 1 LOGIC | 11 | +1 |

## DAMAGE

| | dMarvel | | MULTIPLIER | | ABILITY |
|---|---|---|---|---|---|
| MELEE | dMarvel | × | 7 | + | 8 |
| AGILITY | dMarvel | × | 7 | + | 6 |
| EGO | dMarvel | × | 5 | + | 1 |
| LOGIC | dMarvel | × | 5 | + | 1 |

## BIOGRAPHY

**Real Name:** Gamora Zen Whoberi Ben Titan

**Height:** 6' **Weight:** 170 lbs. **Gender:** Female

**Eyes:** Yellow **Hair:** Dark green **Size:**

**Distinguishing Features:** Light green skin with yellow area around the eyes

**Occupation:** Adventurer

**Origin:** Alien

**Teams:** Graces, Guardians of the Galaxy, United Front

**Base:** Mobile

### HISTORY

Gamora came from a possible future (Earth-7528) in which she was the last survivor of the Zen Whoberi race, which the Universal Church of Truth wiped out. Thanos brought her back to Earth-616 and adopted her so that he could forge her into the ultimate assassin and send her to kill the Magus, the founder of the Universal Church of Truth. After helping the Magus, her time loop changed so that the Badoon killed the Zen Whoberis instead.

Gamora later helped Adam Warlock stop Thanos from destroying the universe and then set out on her own. After helping end the Annihilation War, she joined the Guardians of the Galaxy. Since then, she's been a key part of the team, often leaving it but always rejoining.

### PERSONALITY

Gamora is sharp and focused, brooking no nonsense, the way that Thanos trained her. She often carries a great deal of anger and can be cold and intimidating to those around her, but she can also be intensely loyal to those few people she considers friends.

## TRAITS & TAGS

### TRAITS

- Battle Ready
- Combat Expert
- Combat Reflexes
- **Connections:** Super Heroes
- Enduring Constitution
- Fearless
- Situational Awareness

### TAGS

- Alien Heritage
- Black Market Access
- **Enemy:** Nebula
- Extreme Appearance
- Heroic
- Public Identity

## POWERS

### BASIC

- Accuracy 2
- Environmental Protection
- Healing Factor
- Inspiration
- Mighty 2
- Reinforced Skeleton

### MARTIAL ARTS

- Attack Stance
- Counterstrike Technique
- Untouchable Position

### MELEE WEAPONS (SHARP)

- Exploit
- Focused Fury
- Hit & Run
- Vicious Attack

### RANGED WEAPONS

- Sniping

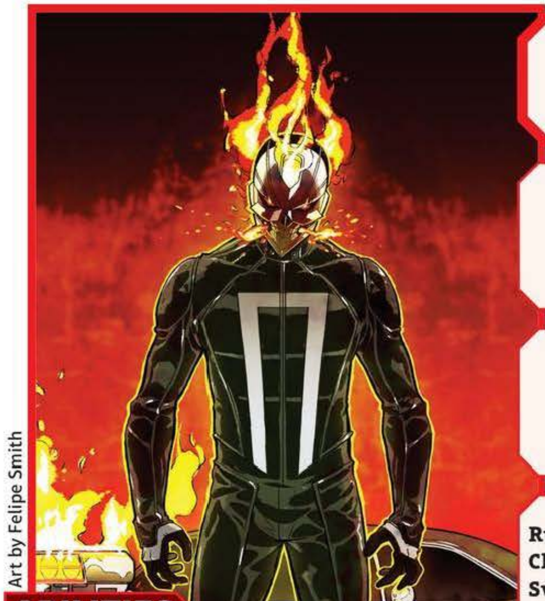
### SUPER-SPEED

- Speed Run 1

### TACTICS

- Battle Plan
- Focus Fire
- Keep Moving

# GHOST RIDER (ROBBIE REYES)


Art by Felipe Smith

| RANK | KARMA |
|---|---|
| 5 | 0 |

| HEALTH | DAMAGE REDUCTION |
|---|---|
| 150 | — |

| FOCUS | DAMAGE REDUCTION |
|---|---|
| 60 | — |

**SPEED**
**Run:** 4
**Climb:** 3
**Swim:** 3
**Jump:** 3

| INITIATIVE MODIFIER |
|---|
| +2 |

## ABILITIES

| | ABILITY SCORE | DEFENSE SCORE | NON-COMBAT CHECKS |
|---|---|---|---|
| MELEE | 7 | 17 | +11 |
| AGILITY | 2 | 12 | +2 |
| RESILIENCE | 5 | 15 | +5 |
| VIGILANCE | 2 | 12 | +2 |
| EGO | 7 | 17 | +7 |
| LOGIC | 2 | 12 | +2 |

## DAMAGE

| | dMarvel | MULTIPLIER | | ABILITY |
|---|---|---|---|---|
| MELEE | × | 9 | + | 7 |
| AGILITY | × | 5 | + | 2 |
| EGO | × | 5 | + | 7 |
| LOGIC | × | 5 | + | 2 |

## TRAITS & TAGS

### TRAITS
- Bloodthirsty
- Enduring Constitution
- Enhanced Physique
- Gearhead
- Interrogation
- Inventor
- Piloting

### TAGS
- Alternate Form (Ghost Rider Form)
- Cursed
- Extreme Appearance (in Alternate Form)
- Lab Access
- **Obligation:** Gabe Reyes
- Secret Identity
- Supernatural

## BIOGRAPHY

**Height:** 5'7" **Weight:** 140 lbs. **Gender:** Male
**Eyes:** Brown **Hair:** Black **Size:** Average
**Distinguishing Features:** Flaming skull for a head when transformed.
**Occupation:** Engineer
**Origin:** Spirit of Vengeance
**Teams:** Avengers, Spirits of Vengeance
**Base:** Los Angeles

### HISTORY

Robbie Reyes was just a poor kid living in East L.A. when he was gunned down by gangsters. Reyes would have died were it not for a nearby vengeful spirit. The ghost of a serial killer, a man named Eli, had been secretly haunting Robbie's car. Eli possessed Reyes, healing the boy's wounds and transforming him into a Ghost Rider.

Reyes' good nature was matched only by Eli's bloodthirst. The two fought for control of Reyes' body until a bit of assistance from another Ghost Rider (Johnny Blaze) allowed Reyes to finally get the best of Eli. Free of Eli's influence, Reyes joined the Avengers and vowed to help rid the world of evil.

### PERSONALITY

As an orphan, Reyes' primary motivation in life is to act as a guide and protector to his younger brother, Gabe. Around others, Reyes can be anxious and distant, but in Gabe's presence, Reyes always puts up a tough front.

## POWERS

### BASIC
- Environmental Protection
- Healing Factor
- Mighty 4

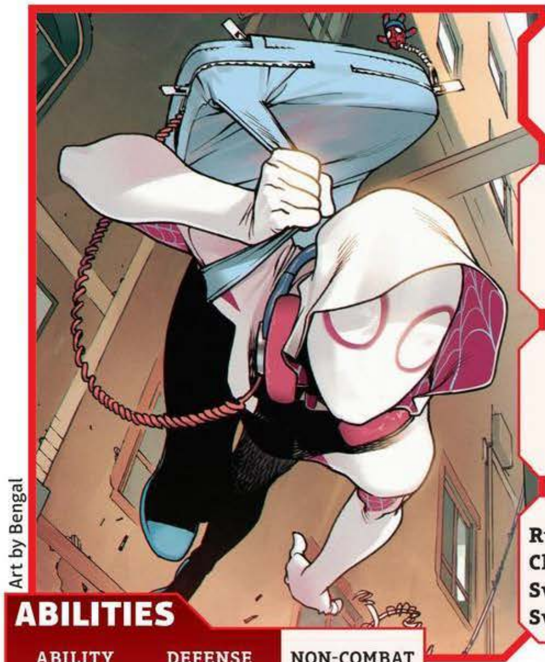
### ELEMENTAL CONTROL (HELLFIRE)
- Elemental Barrage
- Elemental Barrier
- Elemental Blast
- Elemental Burst
- Elemental Infusion
- Elemental Protection 3 (30 points to shatter)

### MAGIC (DEMONIC SET)
- Hellfire Chains
- Penance Stare
- Possess Vehicle
- Sense Sins

### PHASING
- Partial Phase
- Phase Self

### SUPER-STRENGTH
- Clobber

# GHOST-SPIDER



Art by Bengal

| RANK | KARMA |
|---|---|
| 4 | 4 |

| HEALTH | DAMAGE REDUCTION |
|---|---|
| 90 | — |

| FOCUS | DAMAGE REDUCTION |
|---|---|
| 90 | — |

**SPEED**

**Run:** 6
**Climb/Jump:** 6
**Swim:** 3
**Swingline:** 18

**INITIATIVE MODIFIER**
+3E

## ABILITIES

| | ABILITY SCORE | DEFENSE SCORE | NON-COMBAT CHECKS |
|---|---|---|---|
| MELEE | 4 | 18 | +5 |
| AGILITY | 6 | 18 | +6 |
| RESILIENCE | 3 | 13 | +3 |
| VIGILANCE | 3 | 13 | +3 |
| EGO | 2 | 12 | +2 |
| LOGIC | 2 | 12 | +2 |

## DAMAGE

| | dMarvel | MULTIPLIER | | ABILITY |
|---|---|---|---|---|
| MELEE | dMarvel × | 5 | + | 4 |
| AGILITY | dMarvel × | 4 | + | 6 |
| EGO | dMarvel × | 4 | + | 2 |
| LOGIC | dMarvel × | 4 | + | 2 |

## TRAITS & TAGS

### TRAITS

- Audience
- Free Running
- Investigation
- Quick Learner
- Tech Reliance (sentient suit, Ticket to the Multiverse)
- Weird

### TAGS

- Heroic
- **Mentor:** George Stacy
- **Obligation:** School
- Public Identity (Earth-65)
- Secret Identity (Earth-616)

## BIOGRAPHY

**Real Name:** Gwen Stacy
**Height:** 5'5" **Weight:** 125 lbs. **Gender:** Female
**Eyes:** Blue **Hair:** Blond **Size:** Verage
**Distinguishing Features:** None
**Occupation:** Student
**Origin:** Weird Science
**Teams:** Spider-Army, Web-Warriors
**Base:** New York City

### HISTORY

On Earth-65, teenager Gwen Stacy was bitten by a genetically engineered spider and gained spider-based powers. Soon after, she became her world's costumed crime-fighting Spider-Woman. In an early adventure, she battled her friend Peter Parker—who had not acquired spider-powers in this universe but had turned himself into the Lizard in an attempt to become a hero like Spider-Woman—and accidentally killed him, a mistake she has been trying to make up for since.

After being drawn into the multiversal battle of Spider-Totems against the murderous Inheritors, Stacy began traveling among worlds, particular between her own and Earth-616. After surviving the battle with the Inheritors, she took on the name Ghost-Spider. Her identity has become public in her universe, but she enjoys the anonymity she often finds in other worlds.

At one point, Stacy lost her spider-powers, but she regained them after bonding with a sentient costume made of synthetic spiders. She also has pendant/bracelet called the Ticket to the Multiverse that allows her to move between worlds.

### PERSONALITY

Stacy is smart and friendly, an independent free spirit who enjoys playing drums in her rock band, the Mary Janes. Growing up the daughter of police detective George Stacy helped instill a strong sense of justice in her, and she tries to live up to her own ideals every day. She doesn't always manage it, but she's determined to keep making the effort.

## POWERS

### BASIC

- Disguise
- Environmental Protection
- Evasion
- Mighty 1

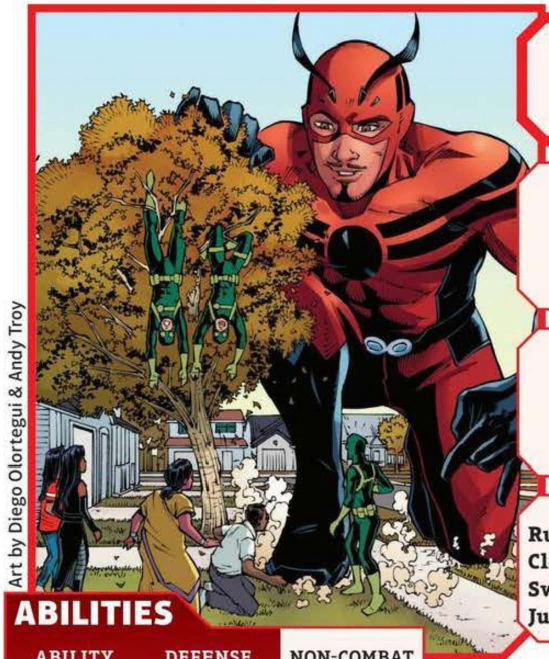
### OMNIVERSAL TRAVEL

- Multiversal Portal
- Multiversal Travel
- Multiversal Travel Together

### SPIDER-POWERS

- Jump 1
- Spider-Dodge
- Spider-Sense
- Spider-Strike
- Wallcrawling
- Webcasting
- Webgrabbing
- Webslinging
- Webtrapping

# GIANT-MAN (RAZ MALHOTRA)



Art by Diego Olortegui & Andy Troy

| RANK | KARMA |
|---|---|
| 3 | 3 |

| HEALTH | DAMAGE REDUCTION |
|---|---|
| 60 | — |

| FOCUS | DAMAGE REDUCTION |
|---|---|
| 90 | — |

**SPEED**
**Run:** 5
**Climb:** 3
**Swim:** 3
**Jump:** 3

**INITIATIVE MODIFIER** +4

## ABILITIES

| | ABILITY SCORE | DEFENSE SCORE | NON-COMBAT CHECKS |
|---|---|---|---|
| MELEE | 4 | 14 | +6 |
| AGILITY | 1 | 11 | +1 |
| RESILIENCE | 2 | 12 | +2 |
| VIGILANCE | 3 | 13 | +3 |
| EGO | 2 | 12 | +2 |
| LOGIC | 3 | 13 | +4 |

## DAMAGE

| | dMarvel | MULTIPLIER | | ABILITY |
|---|---|---|---|---|
| MELEE | × | 5 | + | 4 |
| AGILITY | × | 3 | + | 1 |
| EGO | × | 3 | + | 2 |
| LOGIC | × | 4 | + | 3 |

## TRAITS & TAGS

### Traits
- Fearless
- Gearhead
- Glibness
- Inventor
- Scientific Expertise
- Tech Reliance

### Tags
- Heroic
- Lab Access
- Secret Identity

## BIOGRAPHY

**Real Name:** Raz Malhotra
**Height:** 6'2" **Weight:** Varies **Gender:** Male
**Eyes:** Brown **Hair:** Black **Size:** Average
**Distinguishing Features:** None
**Occupation:** Scientist
**Origin:** High Tech: Pym Particles
**Teams:** Agents of Atlas
**Base:** Mobile

### History

Raz Malhotra spent his whole life studying the science of artificial intelligence, only to graduate from college during an unprecedented wave of anti-A.I. sentiment. Unable to find any career opportunities in A.I., Malhotra reluctantly took a tech-support job with the shady and reclusive Dr. Elihas Starr.

Unfortunately, Starr was secretly a madman bent on taking over the world. He brainwashed Malhotra and forced him to build evil robot duplicates of the Avengers. Malhotra eventually broke free of Starr's influence and teamed up with Hank Pym—the original Giant-Man—to help destroy the robots. When Pym later seemingly died fighting Ultron, Malhotra was entrusted with the title of Giant-Man.

### Personality

Although still technically a novice adventurer, Malhotra has the confidence and wit of a seasoned hero. He's not the type to flinch in the heat of battle, even with a gun pointed at his head.

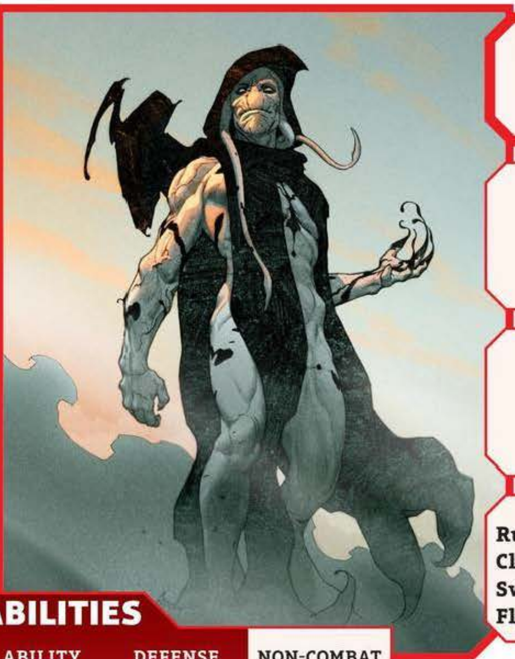
## POWERS

### Basic
- Brilliance 1
- Inspiration
- Mighty 2

### Resize
- Grow 4
- Growing Attack

### Super-Strength
- Clobber
- Crushing Grip
- Immovable
- Quick Toss
- Smash

# GORR THE GOD BUTCHER



Art by Esad Ribić

| RANK | KARMA |
|---|---|
| 6 | — |

| HEALTH | DAMAGE REDUCTION |
|---|---|
| 240 | −4 |

| FOCUS | DAMAGE REDUCTION |
|---|---|
| 120 | — |

**SPEED**

**Run:** 6
**Climb:** 3
**Swim:** 3
**Flight:** 30

**INITIATIVE MODIFIER**
+4E

## ABILITIES

| ABILITY SCORE | | DEFENSE SCORE | NON-COMBAT CHECKS |
|---|---|---|---|
| MELEE | 9 | 19 | +13 |
| AGILITY | 6 | 16 | +6 |
| RESILIENCE | 8 | 18 | +8 |
| VIGILANCE | 4 | 14 | +4 |
| EGO | 3 | 13 | +3 |
| LOGIC | 1 | 11 | +1 |

## DAMAGE

| | dMarvel | MULTIPLIER | | ABILITY |
|---|---|---|---|---|
| MELEE | MARVEL | × 10 | + | 9 |
| AGILITY | MARVEL | × 6 | + | 6 |
| EGO | MARVEL | × 6 | + | 3 |
| LOGIC | MARVEL | × 6 | + | 1 |

## TRAITS & TAGS

### TRAITS

- **Anathema:** Extreme Heat/ Extreme Sonics
- Bloodthirsty
- Combat Expert
- **Connections:** Outsiders
- Determination
- Enhanced Physique
- Extraordinary Origin
- Fresh Eyes
- Situational Awareness
- Stranger

### TAGS

- Alien Heritage
- Extreme Appearance
- Public Identity
- Villainous

## BIOGRAPHY

**Real Name:** Gorr
**Height:** Unknown **Weight:** Unknown
**Gender:** Male
**Eyes:** Yellow **Hair:** Bald **Size:** Average
**Distinguishing Features:** Pale white skin covered in morphing black marks.
**Occupation:** Outsider
**Origin:** Alien, Symbiote
**Teams:** None
**Base:** Black World of Gorr

### HISTORY

Born in a religious community on an inhospitable planet, Gorr's life was marked by misfortune and starvation. As a child, he had to watch his parents die. As an adult, he formed his own family only to see them too be picked off one by one.

Gorr came to doubt the existence of the gods and was on the verge of giving up his faith altogether when a chance encounter with the dark god Knull imbued him with power of All-Black the Necrosword. Newly empowered, Gorr vowed to take revenge on the gods who had neglected him so.

### PERSONALITY

Gorr believes that the universe would be better off without gods, who all sat around in luxury while the people of his planet suffered. Why should they get to continue living while his own family had to die?

As powerful as he is vengeful, Gorr's quest for the complete eradication of the gods has only ever been hampered by the thunder god Thor—and by his own self-doubt.

## POWERS

### BASIC

- Environmental Protection
- Flight 2
- Healing Factor
- **Iconic Weapon:** All-Black the Necrosword [without All-Black, Gorr is powerless]
- Mighty 4
- Sturdy 4

### MELEE WEAPONS (SHARP)

- Exploit
- Fast Attacks
- Focused Fury
- Furious Attacks
- Riposte
- Unstoppable Assault
- Vicious Attack
- Whirling Frenzy

### SUPER-STRENGTH

- Clobber
- Crushing Grip
- Ground-Shaking Stomp
- Immovable
- Smash
- Unrelenting Smash

# GREEN GOBLIN (NORMAN OSBORN)

Art by Mike Deodato Jr. & Rain Beredo

| RANK | KARMA |
|---|---|
| 4 | — |

| HEALTH | DAMAGE REDUCTION |
|---|---|
| 120 | −1 |

| FOCUS | DAMAGE REDUCTION |
|---|---|
| 60 | — |

| SPEED | INITIATIVE MODIFIER |
|---|---|
| **Run:** 6<br>**Climb:** 3<br>**Swim:** 3<br>**Flight:** 24 | +2 |

## ABILITIES

| | ABILITY SCORE | DEFENSE SCORE | NON-COMBAT CHECKS |
|---|---|---|---|
| MELEE | 5 | 15 | +7 |
| AGILITY | 5 | 15 | +6 |
| RESILIENCE | 4 | 14 | +4 |
| VIGILANCE | 2 | 12 | +2 |
| EGO | 1 | 11 | +1 |
| LOGIC | 3 | 13 | +3 |

## DAMAGE

| | dMarvel | MULTIPLIER | | ABILITY |
|---|---|---|---|---|
| MELEE | dMarvel × | 6 | + | 5 |
| AGILITY | dMarvel × | 5 | + | 5 |
| EGO | dMarvel × | 4 | + | 1 |
| LOGIC | dMarvel × | 4 | + | 3 |

## BIOGRAPHY

**Real Name:** Norman Osborn

**Height:** 5'11" **Weight:** 185 lbs. **Gender:** Male

**Eyes:** Green **Hair:** Auburn **Size:** Average

**Distinguishing Features:** None

**Occupation:** Criminal, Tycoon

**Origin:** Weird Science

**Teams:** Dark Avengers, Goblin Nation, Sinister Six, Thunderbolts

**Base:** New York City

### HISTORY

From an early age, Norman Osborn had a relentless drive to succeed. Using notes stolen from his business partner, Osborn developed the Goblin formula to give himself superhuman powers. It also transformed Osborn into the Green Goblin—and set him on the road to insanity. He decided to use these powers to establish himself as the criminal leader of New York City. While doing so, he became enemies with Spider-Man (Peter Parker), who he later discovered to be his son Harry's best friend. Although he seems to have died several times, Osborn keeps returning, apparently fated to be a constant thorn in Spider-Man's side.

### PERSONALITY

Osborn is a smooth operator, a wealthy, powerful and sharp schemer who is often several steps ahead of his foes. He is often cool and collected—right up until something frustrates his plans, at which point he becomes unhinged.

## TRAITS & TAGS

### TRAITS

- **Connections:** Celebrities
- **Connections:** Criminal
- Dealmaker
- Extra Occupation
- Famous
- Inventor
- Tech Reliance
- Weird

### TAGS

- Black Market Access
- **Enemy:** Spider-Man
- Headquarters
- Rich
- Secret Identity
- Streetwise
- Villainous
- **Signature Weapon:** Pumpkin Bombs (frag grenades)

## POWERS

### BASIC

- Accuracy 1
- Combat Trickery
- Flight 2
- Healing Factor
- Inspiration
- Mighty 2
- Sturdy 1

### ELEMENTAL CONTROL (ENERGY)

- Elemental Blast
- Elemental Burst

### SUPER-STRENGTH

- Banging Heads
- Clobber
- Crushing Grip
- Quick Toss

### TACTICS

- Battle Plan
- Change of Plans

# GROOT

Art by Aaron Kuder & Jordie Bellaire

| | |
|---|---|
| **RANK** | 4 |
| **KARMA** | 4 |
| **HEALTH** | 180 |
| **DAMAGE REDUCTION** | -2 |
| **FOCUS** | 60 |
| **DAMAGE REDUCTION** | — |
| **INITIATIVE MODIFIER** | +2E |

**SPEED**
**Run:** 10
**Climb/Swim:** 5
**Jump:** 5
**Glide:** 10

## ABILITIES

| | ABILITY SCORE | DEFENSE SCORE | NON-COMBAT CHECKS |
|---|---|---|---|
| MELEE | 5 | 15 | +7 |
| AGILITY | 4 | 14 | +4 |
| RESILIENCE | 6 | 16 | +6 |
| VIGILANCE | 2 | 12 | +2 |
| EGO | 2 | 12 | +2 |
| LOGIC | 1 | 11 | +1 |

## DAMAGE

| | dMarvel | MULTIPLIER | | ABILITY |
|---|---|---|---|---|
| MELEE | dMarvel × | 6 | + | 5 |
| AGILITY | dMarvel × | 4 | + | 4 |
| EGO | dMarvel × | 4 | + | 2 |
| LOGIC | dMarvel × | 4 | + | 1 |

## TRAITS & TAGS

### TRAITS

- Combat Expert
- **Connections:** Outsiders
- Fearless
- Fresh Eyes
- Scientific Expertise
- Situational Awareness
- Stranger

### TAGS

- Alien Heritage
- Extreme Appearance
- Heroic
- Mute (Can only say "I am Groot.")
- Public Identity
- Streetwise

## BIOGRAPHY

**Real Name:** Groot
**Height:** Varies **Weight:** Varies **Gender:** Male
**Eyes:** Black **Hair:** Branches **Size:** Average
**Distinguishing Features:** Plantlike alien
**Occupation:** Outsider
**Origin:** Alien
**Teams:** Guardians of the Galaxy
**Base:** Mobile

### HISTORY

Groot hails from Planet X and is an alien member of the Flora colossi race, a people who resemble trees and educate their young via photosynthesis. After rebelling against the way his people treated other intelligent species, Groot was banished from his homeworld, and he took to adventuring around the galaxy. There, he met his best friend, Rocket Raccoon, and along with him, joined the Guardians of the Galaxy led by Star-Lord (Peter Quill).

Groot has nearly been killed a number of times, but on each occasion, he managed to regrow himself from as little remaining of himself as a splinter. He seems dedicated to helping others, especially Rocket and their fellow teammates in the Guardians.

### PERSONALITY

Groot is talkative and intelligent, but due to his stiff and inflexible larynx, it appears to others that he can only say "I am Groot." In actuality, those with a trained ear can discern what Groot is saying in the subtle sigh and breeze under the words.

## POWERS

### BASIC

- Environmental Protection
- Healing Factor
- Mighty 2

### PLASTICITY

- Body Sheet
- Body Sphere
- Extended Reach 2
- Flexible Bones 2
- Flexible Fingers
- Reverse Punch
- Rubberneck
- Stilt Steps

### SUPER-STRENGTH

- Clobber
- Crushing Grip
- Immovable
- Quick Toss

## HAND NINJA

Art by Jesús Saiz, Paul Azaceta & Dave Stewart

| RANK | KARMA |
|---|---|
| 1 | — |

| HEALTH | DAMAGE REDUCTION |
|---|---|
| 10 | — |

| FOCUS | DAMAGE REDUCTION |
|---|---|
| 30 | — |

**SPEED**
**Run:** 5
**Climb:** 3
**Swim:** 3
**Jump:** 3

**INITIATIVE MODIFIER** +1

### ABILITIES

| | ABILITY SCORE | DEFENSE SCORE | NON-COMBAT CHECKS |
|---|---|---|---|
| MELEE | 1 | 11 | +1 |
| AGILITY | 2 | 12 | +2 |
| RESILIENCE | 0 | 10 | 0 |
| VIGILANCE | 1 | 11 | +1 |
| EGO | 1 | 11 | +1 |
| LOGIC | 0 | 10 | +0 |

### DAMAGE

| | dMarvel | MULTIPLIER | | ABILITY |
|---|---|---|---|---|
| MELEE | dMarvel × | 1 | + | 1 |
| AGILITY | dMarvel × | 1 | + | 2 |
| EGO | dMarvel × | 1 | + | 1 |
| LOGIC | dMarvel × | 1 | + | 0 |

### TRAITS & TAGS

**TRAITS**
- Combat Reflexes
- **Connections:** Criminal
- Determination
- **Signature Attack:** Snap Shooting

**TAGS**
- Secret Identity
- Streetwise
- Villainous

### BIOGRAPHY

**Real Name:** Varies
**Height:** Varies **Weight:** Varies **Gender:** Varies
**Eyes:** Varies **Hair:** Varies **Size:** Average
**Distinguishing Features:** Bright red ninja outfits
**Occupation:** Assassins
**Origin:** Special Training
**Teams:** The Hand
**Base:** Japan

### HISTORY

The Hand is a cult composed entirely of dangerous ninja assassins, first formed in feudal Japan. Members of the Hand worship an elder god known only as the Beast. Manipulating the world from the shadows, they sow chaos wherever they roam.

For centuries, the Hand's machinations have been opposed primarily by a rival ninja organization: the Chaste. Many of the world's most famous ninja have at some point joined forces with either the Hand or the Chaste.

### PERSONALITY

Members of the Hand are fanatical and dedicated killers. Behind closed doors, the leaders of the Hand give loud and raving religious sermons, but your average Hand ninja is a professional—soft-spoken on the job and communicating only when absolutely necessary.

### POWERS

**MARTIAL ARTS**
- Attack Stance
- Fast Strikes

**MELEE WEAPONS (SHARP)**
- Fast Attacks

**RANGED WEAPONS**
- Snap Shooting

# HAWKEYE (CLINT BARTON)

Art by Carlos Pacheco, Jesus Merino & Frank D'Armata

**RANK** 2

**KARMA** 2

| HEALTH | DAMAGE REDUCTION |
|---|---|
| 30 | — |

| FOCUS | DAMAGE REDUCTION |
|---|---|
| 60 | — |

**SPEED**

**Run:** 5
**Climb:** 5
**Swim:** 3
**Jump:** 3

**INITIATIVE MODIFIER** +2

## ABILITIES

| | ABILITY SCORE | DEFENSE SCORE | NON-COMBAT CHECKS |
|---|---|---|---|
| MELEE | 2 | 12 | +2 |
| AGILITY | 4 | 14 | +6 |
| RESILIENCE | 1 | 11 | +1 |
| VIGILANCE | 2 | 12 | +2 |
| EGO | 0 | 10 | 0 |
| LOGIC | 1 | 11 | +1 |

## DAMAGE

| | dMarvel | MULTIPLIER | | ABILITY |
|---|---|---|---|---|
| MELEE | MARVEL × | 2 | + | 2 |
| AGILITY | MARVEL × | 4 | + | 4 |
| EGO | MARVEL × | 2 | + | 0 |
| LOGIC | MARVEL × | 2 | + | 1 |

## TRAITS & TAGS

### TRAITS

- Combat Reflexes
- Determination
- Famous
- Fearless
- Presence
- Public Speaking

### TAGS

- Auditory Issues
- Heroic
- Public Identity
- **Signature Weapon:** Bow and arrow
- Streetwise

## BIOGRAPHY

**Real Name:** Clinton Francis "Clint" Barton
**Height:** 6'3" **Weight:** 230 lbs. **Gender:** Male
**Eyes:** Blue **Hair:** Blond **Size:** Average
**Distinguishing Features:** None
**Occupation:** Entertainer
**Origin:** Special Training
**Teams:** Avengers, Thunderbolts
**Base:** Brooklyn, New York City

### HISTORY

After his parents were killed in a tragic car accident, Clint Barton ran away to join the circus. Naturally talented, he quickly made a name as Hawkeye, one of the premier archers. Barton might have stayed a performer into his old age if a chance encounter hadn't brought Iron Man to his circus. Inspired by Iron Man's exploits, Barton created a costume and began fighting crime as Hawkeye.

While Barton sometimes operates solo, he's best known for his work with the Avengers. After years of such adventures, Barton trained and mentored Kate Bishop into becoming a second Hawkeye.

### PERSONALITY

Clint Barton is well aware that his lack of super-powers places the upper limits of his abilities well below those of most super heroes. He sometimes puts on an arrogant attitude to cover his insecurities. Barton is sometimes led astray by his passions, but his conscience always brings him back to the fight for justice.

## POWERS

### BASIC

- Accuracy 2
- Slow-Motion Dodge

### MARTIAL ARTS

- Fast Strikes
- Leg Sweep

### RANGED WEAPONS

- Double Tap
- Stopping Power
- Sniping

# HELA

Art by David Yardin & Nathan Fairbairn

| RANK | KARMA |
|---|---|
| 6 | — |

| HEALTH | DAMAGE REDUCTION |
|---|---|
| 180 | -2 |

| FOCUS | DAMAGE REDUCTION |
|---|---|
| 90 | — |

**SPEED**
**Run:** 6
**Climb:** 3
**Swim:** 3
**Flight:** 36

**INITIATIVE MODIFIER** +3

## ABILITIES

| | ABILITY SCORE | DEFENSE SCORE | NON-COMBAT CHECKS |
|---|---|---|---|
| MELEE | 9 | 18 | +13 |
| AGILITY | 4 | 13 | +4 |
| RESILIENCE | 6 | 16 | +6 |
| VIGILANCE | 3 | 13 | +3 |
| EGO | 6 | 16 | +6 |
| LOGIC | 2 | 12 | +2 |

## DAMAGE

| | dMarvel | MULTIPLIER | | ABILITY |
|---|---|---|---|---|
| MELEE | dMarvel × | 10 | + | 9 |
| AGILITY | dMarvel × | 6 | + | 4 |
| EGO | dMarvel × | 6 | + | 6 |
| LOGIC | dMarvel × | 6 | + | 2 |

## BIOGRAPHY

**Real Name:** Hela
**Height:** 7' **Weight:** 500 lbs. **Gender:** Female
**Eyes:** Green **Hair:** Black **Size:** Big
**Distinguishing Features:** Covered by illusions, the left side of her body is dead
**Occupation:** Leader, Outsider
**Origin:** Mythic: Asgardian
**Teams:** Black Order, Gods of Asgard, Hell Lords
**Base:** Hel

### HISTORY

The current incarnation of the Asgardian god of death was born under mysterious circumstances, half dead and half alive. Just as Thor must wield his hammer to operate at full power, Hela must wear her green cloak lest she return to her half-dead state.

As the god of death, Hela has had a tumultuous relationship with her fellow Asgardians. She can kill even a god with her touch, so other Asgardians tend to avoid her company. Despite this, she rarely attacks healthy Asgardians, preferring to swoop in and reap the souls of the injured and dying.

### PERSONALITY

Though not above the occasional bit of queenly mercy, Hela's actions naturally trend toward destruction. While she's usually content scheming up ways to capture the souls of her fellow Asgardians, Hela has been known to commit mass murder upon regular people, often with help from powerful villains like Thanos or Loki.

## TRAITS & TAGS

### TRAITS

- Beguiling
- Big (Reach 2)
- Combat Expert
- Combat Reflexes
- **Connections:** Outsiders
- Enhanced Physique
- Extra Occupation
- Fresh Eyes
- God Heritage
- Presence
- Situational Awareness
- Stranger

### TAGS

- Authority
- Cursed
- Extreme Appearance
- Powerful
- Public Identity
- Sorcerous
- Supernatural
- Worshipped
- Villainous

## POWERS

### BASIC

- Flight 2
- Healing Factor
- Mighty 4
- Sturdy 2

### MAGIC

- Leech Life

### MAGIC (SORCERY SET)

- Astral Form
- Icy Tendrils of Ikthalon
- Images of Ikonn
- Summon Portal

### MELEE WEAPONS (SHARP)

- Exploit
- Hit & Run
- Vicious Attack

### OMNIVERSAL TRAVEL

- Time Travel

### SUPER-STRENGTH

- Clobber
- Crushing Grip
- Ground-Shaking Stomp
- Immovable
- Quick Toss
- Smash
- Unrelenting Smash

# HELLCAT

Art by Stuart Immonen

| RANK | KARMA |
|---|---|
| 3 | 3 |

| HEALTH | DAMAGE REDUCTION |
|---|---|
| 90 | -1 |

| FOCUS | DAMAGE REDUCTION |
|---|---|
| 60 | -1 |

SPEED
**Run:** 5
**Climb:** 3
**Swim:** 3
**Jump:** 3

| INITIATIVE MODIFIER |
|---|
| +2 |

## ABILITIES

| | ABILITY SCORE | DEFENSE SCORE | NON-COMBAT CHECKS |
|---|---|---|---|
| MELEE | 2 | 12 | +2 |
| AGILITY | 3 | 13 | +3 |
| RESILIENCE | 3 | 13 | +3 |
| VIGILANCE | 2 | 12 | +2 |
| EGO | 2 | 12 | +2 |
| LOGIC | 3 | 13 | +3 |

## DAMAGE

| | dMarvel | MULTIPLIER | | ABILITY |
|---|---|---|---|---|
| MELEE | dMarvel × | 3 | + | 2 |
| AGILITY | dMarvel × | 3 | + | 3 |
| EGO | dMarvel × | 3 | + | 2 |
| LOGIC | dMarvel × | 3 | + | 3 |

## TRAITS & TAGS

### Traits
- Combat Reflexes
- **Connections:** Super Heroes
- Determination
- Famous
- Fearless
- Public Speaking

### Tags
- Black Market Access
- Cursed
- Heroic
- Public Identity

## BIOGRAPHY

**Real Name:** Patricia "Patsy" Walker
**Height:** 5'8" **Weight:** 135 lbs. **Gender:** Female
**Eyes:** Blue **Hair:** Red **Size:** Average
**Distinguishing Features:** None
**Occupation:** Adventurer
**Origin:** Special Training
**Teams:** Avengers, Defenders, Patsy Walker Temp Agency
**Base:** Brooklyn, New York City

### History

When she was just a teenager, Patsy Walker's mother created a comic-book series based on her daughter's exploits. The series was a huge success, and by the time Walker was 18, she was already a household name.

Despite her history, Walker had a greater interest in super heroes than teenage drama. A chance encounter led her to discover the Beast's secret identity, which she used to leverage his assistance in becoming a super hero. Donning a battle suit once worn by the Cat (Greer Nelson), Walker became Hellcat. Aided by her suit, Walker underwent extensive martial arts training and joined the Defenders. More recently she's been partnering directly with Iron Man.

### Personality

A star from a young age, Walker is a lot more media savvy than most super heroes. Highly charismatic, she can befriend just about anyone. Hellcat's love life has frequently been marked by misfortune, but she always manages to stay brave and cheerful no matter the circumstances.

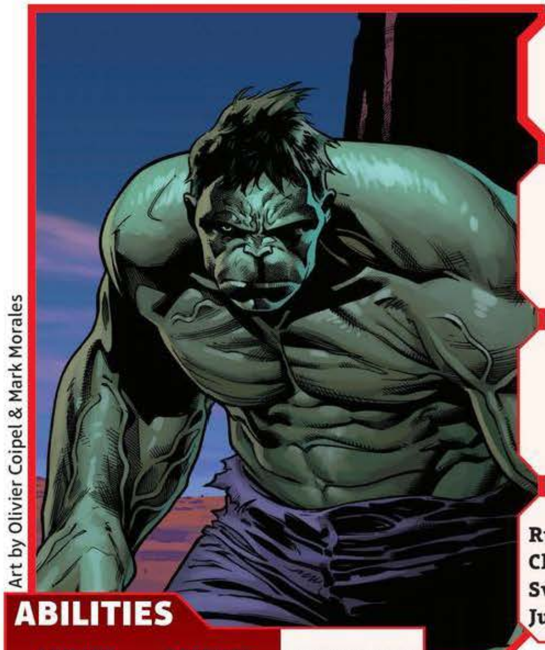
## POWERS

### Basic
- Sturdy 1
- Uncanny 1

### Martial Arts
- Attack Stance
- Defense Stance
- Do This All Day
- Grappling Technique
- Reverse-Momentum Throw

### Melee Weapons (Sharp)
- Exploit
- Fast Attacks
- Furious Attacks
- Riposte
- Vicious Attack
- Whirling Frenzy

# HULK (BRUCE BANNER)



Art by Olivier Coipel & Mark Morales

| | |
|---|---|
| RANK | 6 |
| KARMA | 0 |
| HEALTH | 270 |
| DAMAGE REDUCTION | -3 |
| FOCUS | 150 |
| DAMAGE REDUCTION | -2 |
| INITIATIVE MODIFIER | +4 |

**SPEED**

**Run:** 6
**Climb:** 3
**Swim:** 3
**Jump:** 36

## ABILITIES

| | ABILITY SCORE | DEFENSE SCORE | NON-COMBAT CHECKS |
|---|---|---|---|
| MELEE | 9 | 18 | +13 |
| AGILITY | 3 | 12 | +3 |
| RESILIENCE | 9 | 19 | +9 |
| VIGILANCE | 4 | 14 | +4 |
| EGO | 2 | 12 | +2 |
| LOGIC | 8 | 18 | +10 |

## DAMAGE

| | dMarvel | MULTIPLIER | | ABILITY |
|---|---|---|---|---|
| MELEE | dMarvel × | 10 | + | 9 |
| AGILITY | dMarvel × | 6 | + | 3 |
| EGO | dMarvel × | 6 | + | 2 |
| LOGIC | dMarvel × | 8 | + | 8 |

## TRAITS & TAGS

### TRAITS

- Battle Ready
- Berserker
- Big (Reach 2)
- Enduring Constitution
- Enhanced Physique
- Inventor
- Loner
- Scientific Expertise
- Weird

### TAGS

- Alternate Form (Gamma Forms)
- **Enemy:** Abomination
- **Enemy:** Leader
- Extreme Appearance (in Alternate Forms)
- Green Door
- **Immunity:** Gamma Radiation
- Lab Access
- Public Identity
- Radioactive

## BIOGRAPHY

**Real Name:** Robert Bruce Banner
**Height:** Varies **Weight:** Varies **Gender:** Male
**Eyes:** Varies **Hair:** Varies **Size:** Big
**Distinguishing Features:** Several distinct Hulk forms.
**Occupation:** Scientist
**Origin:** Weird Science: Gamma Mutate
**Teams:** Avengers, S.H.I.E.L.D., U.S. Hulk Operations
**Base:** Mobile

### HISTORY

Bruce Banner was just a mild-mannered nuclear physicist until the day he stepped out onto a bomb-testing range to save a young man (Rick Jones) who had wandered onto the site. Jones escaped unharmed, but the bomb blasted Banner with gamma rays. The radiation should have killed him, but instead, he gained the ability to transform into the Hulk—an unstoppable monster brought out by the scientist's own rage.

Highly powerful and just as unstable, the Hulk has been involved in more major international incidents than just about any super-powered person in existence. Some people consider him a hero. Others consider him a threat worth waging war over.

### PERSONALITY

Banner suffers from dissociative identity disorder. Depending on the circumstances, he can manifest any one of a half dozen separate personalities, each with their own corresponding Hulk transformation. Banner's default personality is cool, collected and deeply empathetic. The rest are all over the map. Some are impressively cunning, while others are more like angry children.

## POWERS

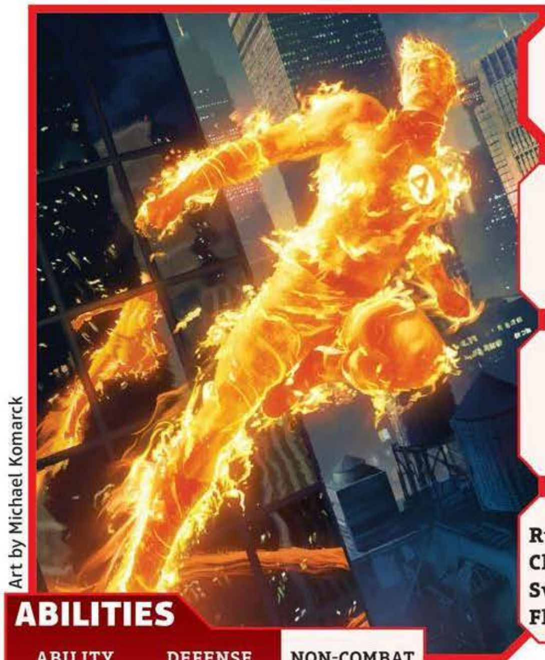
### BASIC

- Anger
- Brilliance 2
- Healing Factor
- Mighty 4
- Sturdy 3
- Uncanny 2

### SUPER-STRENGTH

- Banging Heads
- Clobber
- Crushing Grip
- Ground-Shaking Stomp
- Immovable
- Jump 3
- Quick Toss
- Smash
- Unrelenting Smash

# HUMAN TORCH (JOHNNY STORM)



Art by Michael Komarck

**RANK** 4

**KARMA** 4

**HEALTH** 90

**DAMAGE REDUCTION** —

**FOCUS** 120

**DAMAGE REDUCTION** —

**SPEED**
**Run:** 5
**Climb:** 3
**Swim:** 3
**Flight:** 20

**INITIATIVE MODIFIER** +4

## ABILITIES

| | ABILITY SCORE | DEFENSE SCORE | NON-COMBAT CHECKS |
|---|---|---|---|
| MELEE | 2 | 12 | +2 |
| AGILITY | 4 | 14 | +5 |
| RESILIENCE | 3 | 13 | +3 |
| VIGILANCE | 4 | 14 | +4 |
| EGO | 5 | 15 | +7 |
| LOGIC | 2 | 12 | +2 |

## DAMAGE

| | dMarvel | MULTIPLIER | | ABILITY |
|---|---|---|---|---|
| MELEE | dMarvel × | 4 | + | 2 |
| AGILITY | dMarvel × | 5 | + | 4 |
| EGO | dMarvel × | 6 | + | 5 |
| LOGIC | dMarvel × | 4 | + | 2 |

## TRAITS & TAGS

### TRAITS
- Beguiling
- Combat Reflexes
- **Connections:** Super Heroes
- Fearless
- Gearhead
- Piloting
- Weird

### TAGS
- Black Market Access
- **Enemy:** Doctor Doom
- Public Identity
- **Headquarters:** 4 Yancy Street
- Heroic
- Lab Access

## POWERS

### BASIC
- Accuracy 1
- Combat Trickery
- Discipline 2
- Flight 2

### ELEMENTAL CONTROL (FIRE)
- Elemental Barrage
- Elemental Barrier
- Elemental Blast
- Elemental Burst
- Elemental Form
- Elemental Prison
- Elemental Protection 3 (30 points to shatter)
- Elemental Push
- Elemental Reinforcement
- Elemental Sphere
- Supernova

## BIOGRAPHY

**Real Name:** Jonathan Lowell Spencer "Johnny" Storm
**Height:** 5'10" **Weight:** 170 lbs. **Gender:** Male
**Eyes:** Blue **Hair:** Blond **Size:** Average
**Distinguishing Features:** None
**Occupation:** Adventurer
**Origin:** Weird Science
**Teams:** Fantastic Four
**Base:** New York City

### HISTORY

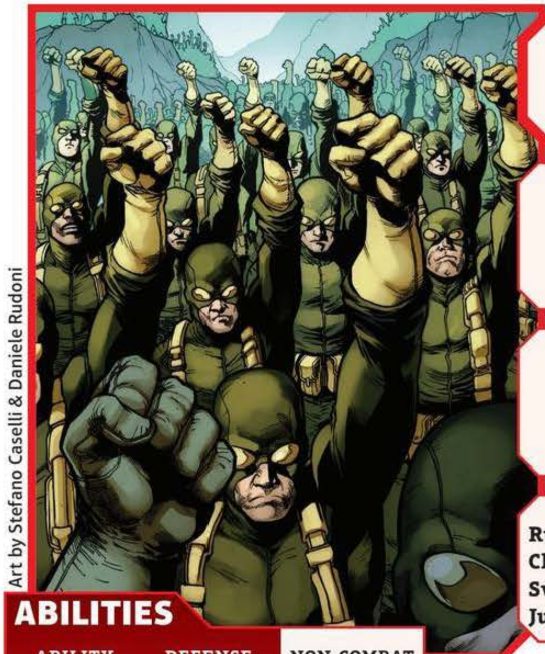
As an ambitious young test pilot, Johnny Storm was invited aboard an experimental space mission led by his older sister Sue's boyfriend, Reed Richards. Shortly after takeoff, Storm and the crew were bombarded by cosmic rays, granting them each fantastical abilities. Together, they formed the Fantastic Four and vowed to use their new powers for the good of all humanity.

As the Human Torch, Storm has control over the forces of heat and flame. He can spontaneously burst into flames, shoot fire from his hands, fly and even assume an ultra-hot nova form in times of great need.

### PERSONALITY

While good at heart, Johnny Storm has always been a natural hothead. It doesn't help that as the youngest member of the Fantastic Four, he has a hard time being taken seriously by his fellow adventurers. Part of that might arise from the fact that he delights in teasing and playing pranks on his older and grumpier teammate, the Thing.

## HYDRA AGENT



Art by Stefano Caselli & Daniele Rudoni

| RANK | KARMA |
|---|---|
| 1 | — |

| HEALTH | DAMAGE REDUCTION |
|---|---|
| 30 | — |

| FOCUS | DAMAGE REDUCTION |
|---|---|
| 60 | — |

| SPEED | INITIATIVE MODIFIER |
|---|---|
| **Run:** 5<br>**Climb:** 3<br>**Swim:** 3<br>**Jump:** 3 | +1E |

### ABILITIES

| | ABILITY SCORE | DEFENSE SCORE | NON-COMBAT CHECKS |
|---|---|---|---|
| MELEE | 1 | 11 | +1 |
| AGILITY | 1 | 11 | +1 |
| RESILIENCE | 1 | 11 | +1 |
| VIGILANCE | 1 | 11 | +1 |
| EGO | 1 | 11 | +1 |
| LOGIC | 0 | 10 | 0 |

### DAMAGE

| | dMarvel | MULTIPLIER | | ABILITY |
|---|---|---|---|---|
| MELEE | MARVEL × | 1 | + | 1 |
| AGILITY | MARVEL × | 1 | + | 1 |
| EGO | MARVEL × | 1 | + | 1 |
| LOGIC | MARVEL × | 1 | + | 0 |

### TRAITS & TAGS

**Traits**
- Battle Ready
- Combat Reflexes
- **Connections:** Military (Hydra)
- Determination
- Situational Awareness

**Tags**
- Secret Identity
- Villainous

### POWERS

**Ranged Weapons**
- Double Tap
- Snap Shooting
- Suppressive Fire
- Weapons Blazing

### BIOGRAPHY

**Real Name:** Varies

**Height:** Varies **Weight:** Varies **Gender:** Varies

**Eyes:** Varies **Hair:** Varies **Size:** Average

**Distinguishing Features:** The green-and-yellow Hydra uniform

**Occupation:** Military

**Origin:** Special Training

**Teams:** Hydra

**Base:** Secret

**History**

Hydra has reportedly been around in one form or another since the days of Ancient Egypt, and it's evolved into one of the most dangerous criminal organizations on Earth. The latest incarnation sprang from the ruins of World War II-era Germany and Japan, and various factions of it have wavered back and forth between organized crime and fascist power.

Hydra recruits agents all around the world. In public, they know each other by secret signals and whispers of "Hail Hydra." In secret, they don their green-and-yellow uniforms and chant the Hydra oath: "Hail, Hydra! Immortal Hydra! We shall never be destroyed! Cut off one head, two more shall take its place! We serve none but the Master—as the world shall soon serve us! Hail Hydra!"

**Personality**

Agents join Hydra for a number of reasons that usually boil down to money and power. They believe that Hydra can take over any organization or government, and they want to be on the winning side, no matter what they have to do to manage it. The Hydra uniform makes them mostly anonymous, fitting well with their oath to replace one fallen agent with two more just like them.

# ICEMAN

Art by Jeehyung Lee

| RANK | KARMA |
|---|---|
| 4 | 4 |

| HEALTH | DAMAGE REDUCTION |
|---|---|
| 90 | — |

| FOCUS | DAMAGE REDUCTION |
|---|---|
| 150 | — |

**SPEED**
**Run:** 6
**Climb:** 3
**Swim:** 3
**Flight:** 24

**INITIATIVE MODIFIER** +4

## ABILITIES

| | ABILITY SCORE | DEFENSE SCORE | NON-COMBAT CHECKS |
|---|---|---|---|
| MELEE | 1 | 11 | +1 |
| AGILITY | 5 | 15 | +6 |
| RESILIENCE | 3 | 13 | +3 |
| VIGILANCE | 5 | 15 | +5 |
| EGO | 6 | 16 | +8 |
| LOGIC | 1 | 11 | +1 |

## DAMAGE

| | dMarvel × MULTIPLIER | + | ABILITY |
|---|---|---|---|
| MELEE | dMarvel × 4 | + | 1 |
| AGILITY | dMarvel × 5 | + | 5 |
| EGO | dMarvel × 6 | + | 6 |
| LOGIC | dMarvel × 4 | + | 1 |

## TRAITS & TAGS

### TRAITS
- Combat Expert
- Combat Reflexes
- **Connections:** Super Heroes
- Fearless
- Free Running
- Glibness

### TAGS
- Black Market Access
- Heroic
- Hounded
- Krakoan
- Secret Identity
- X-Gene

## POWERS

### BASIC
- Accuracy 1
- Combat Trickery
- Discipline 2
- Flight 1

### ELEMENTAL CONTROL (ICE)
- Elemental Barrier
- Elemental Blast
- Elemental Burst
- Elemental Form
- Elemental Grab
- Elemental Push
- Elemental Protection 3 (30 points to shatter)
- Elemental Prison
- Elemental Reinforcement
- Elemental Sphere
- Elemental Suffocation

## BIOGRAPHY

**Real Name:** Robert “Bobby” Drake
**Height:** 5'8" **Weight:** 145 lbs. **Gender:** Male
**Eyes:** Blue **Hair:** Brown **Size:** Average
**Distinguishing Features:** None
**Occupation:** Adventurer
**Origin:** Mutant
**Teams:** Champions of Los Angeles, X-Men
**Base:** Krakoa

### HISTORY

From a young age, Bobby Drake was able to manifest and control ice. He managed to keep this ability secret until the day he accidentally froze his school bully. Outraged, the people of Drake’s hometown organized a mob to hang the young mutant. He was saved only by the sudden intervention of psychic Charles Xavier (Professor X), who erased the mob’s memories.

Xavier offered to recruit Drake into a mutant super-group he was forming called the X-Men. Drake graciously accepted and became one of the team’s founding members under the codename Iceman. Years have passed, but Iceman has rarely strayed far from the X-Men or the heroes he founded it with.

### PERSONALITY

Drake has always been the jokester of the X-Men, almost compulsively trying to be liked by everyone. Closeted for decades, he recently came out as gay and has found new happiness exploring this side of his life.

# IKARIS

Art by Juan Frigeri & Jason Keith

| | |
|---|---|
| RANK | 5 |
| KARMA | 5 |
| HEALTH | 150 |
| DAMAGE REDUCTION | −3 |
| FOCUS | 120 |
| DAMAGE REDUCTION | — |
| INITIATIVE MODIFIER | +4E |

**SPEED**

**Run:** 5
**Climb:** 3
**Swim:** 3
**Flight:** 25

## ABILITIES

| | ABILITY SCORE | DEFENSE SCORE | NON-COMBAT CHECKS |
|---|---|---|---|
| MELEE | 6 | 16 | +7 |
| AGILITY | 2 | 12 | +4 |
| RESILIENCE | 5 | 15 | +5 |
| VIGILANCE | 4 | 14 | +4 |
| EGO | 5 | 15 | +5 |
| LOGIC | 3 | 13 | +4 |

## DAMAGE

| | dMarvel | MULTIPLIER | | ABILITY |
|---|---|---|---|---|
| MELEE | dMarvel × | 6 | + | 6 |
| AGILITY | dMarvel × | 7 | + | 2 |
| EGO | dMarvel × | 6 | + | 5 |
| LOGIC | dMarvel × | 6 | + | 3 |

## TRAITS & TAGS

### TRAITS

- Combat Expert
- Extra Occupation
- **Connections:** Outsiders
- Enhanced Physique
- Fearless
- Fresh Eyes
- Presence
- Situational Awareness
- Stranger

### TAGS

- Authority
- Eternally Immortal
- Heroic
- Powerful
- Public Identity
- Mahd Wy'ry

## BIOGRAPHY

**Real Name:** Unknown
**Height:** 6'2" **Weight:** 230 lbs. **Gender:** Male
**Eyes:** Blue **Hair:** Blond **Size:** Average
**Distinguishing Features:** None
**Occupation:** Leader, Outsider
**Origin:** Eternal
**Teams:** The Eternals
**Base:** Olympia

### HISTORY

A million years ago, mysterious cosmic beings known only as the Celestials visited Earth. They experimented on the proto-humans, transforming them into grotesque and powerful monsters known as Deviants. In order to curb this Deviant threat, the Celestials also created the Eternals, a race of immortal heroes tasked with protecting the planet.

Since the beginning, Ikaris has been a leader among the Eternals. He has served on the front lines of every major conflict against the Deviants. He has personally defended the planet from some of the most powerful villains in existence, chief among them Thanos—a mad conqueror set on exterminating life throughout the universe.

### PERSONALITY

The Eternals are typically withdrawn and private people, slow to interfere with human affairs. Among them, Ikaris is known for being unusually personable. He has had human friends and even lovers. His codename serves as a tribute to his long deceased half-human son, Ikaris.

## POWERS

### BASIC

- Accuracy 2
- Brilliance 1
- Flight 2
- Healing Factor
- Heightened Senses 1
- Mighty 1
- Sturdy 3

### ELEMENTAL CONTROL (ENERGY)

- Elemental Barrage
- Elemental Blast
- Elemental Burst
- Elemental Ricochet
- Supernova

### TELEKINESIS

- Telekinetic Grab
- Telekinetic Manipulation

### TELEPATHY

- Command
- Mind Reading
- Telepathic Blast
- Telepathic Link

# INVISIBLE WOMAN

Art by Steve McNiven, Mark Morales & Morry Hollowell

| RANK | KARMA |
|---|---|
| 4 | 4 |

| HEALTH | DAMAGE REDUCTION |
|---|---|
| 60 | — |

| FOCUS | DAMAGE REDUCTION |
|---|---|
| 150 | — |

| SPEED | INITIATIVE MODIFIER |
|---|---|
| **Run:** 5<br>**Climb:** 3<br>**Swim:** 3<br>**Jump:** 3 | +5E |

## ABILITIES

| | ABILITY SCORE | DEFENSE SCORE | NON-COMBAT CHECKS |
|---|---|---|---|
| MELEE | 2 | 12 | +2 |
| AGILITY | 2 | 12 | +3 |
| RESILIENCE | 2 | 12 | +2 |
| VIGILANCE | 5 | 15 | +5 |
| EGO | 6 | 16 | +9 |
| LOGIC | 3 | 13 | +3 |

## DAMAGE

| | dMarvel | × MULTIPLIER | + ABILITY |
|---|---|---|---|
| MELEE | dMarvel | × 4 | + 2 |
| AGILITY | dMarvel | × 5 | + 2 |
| EGO | dMarvel | × 7 | + 6 |
| LOGIC | dMarvel | × 4 | + 3 |

## BIOGRAPHY

**Real Name:** Susan "Sue" Storm Richards
**Height:** 5'6" **Weight:** 120 lbs. **Gender:** Female
**Eyes:** Blue **Hair:** Blond **Size:** Average
**Distinguishing Features:** None
**Occupation:** Adventurer
**Origin:** Weird Science
**Teams:** Fantastic Four
**Base:** New York City

### HISTORY

As a young college student, Sue Storm fell in love with doctoral student Reed Richards, who later invited her to join him on an experimental space mission. During the mission, Richards, Storm and the rest of the crew were bombarded by cosmic rays, granting them super-powers. Sue gained the ability to turn invisible and summon invisible force-fields. Along with the rest of the newly empowered crew, she vowed to use her powers for the good of humanity, forming the Fantastic Four.

Storm and Richards eventually married and now have two children of their own that they bring along on many of their adventures.

### PERSONALITY

Coolheaded and compassionate, the Invisible Woman helps to balance out the more hotheaded and intense members of the Fantastic Four. However, she only lets the others push her so far before she emphasizes clear boundaries.

## TRAITS & TAGS

### TRAITS

- **Connections:** Super Heroes
- Fearless
- Iron Will
- Presence
- Situational Awareness
- Sneaky
- Weird

### TAGS

- Black Market Access
- **Enemy:** Doctor Doom
- **Headquarters:** 4 Yancy Street
- Heroic
- Lab Access
- Public Identity

## POWERS

### BASIC

- Accuracy 1
- Discipline 3

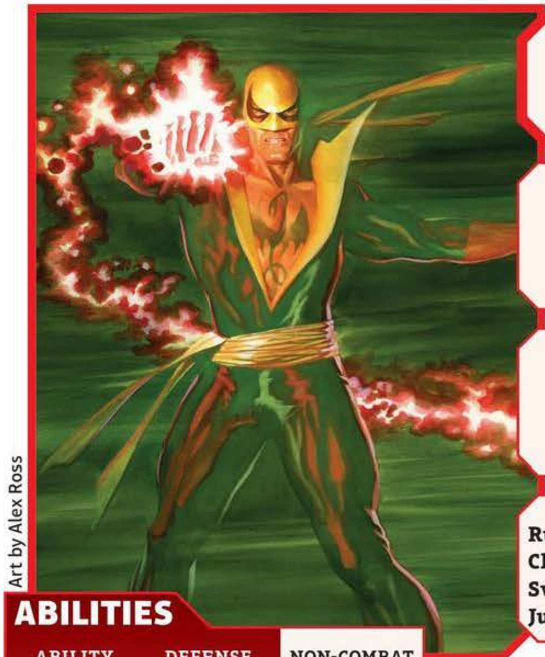
### ELEMENTAL CONTROL (FORCE)

- Elemental Barrier
- Elemental Blast
- Elemental Burst
- Elemental Grab
- Elemental Protection 3 (30 points to shatter)
- Elemental Push
- Elemental Reinforcement
- Elemental Sphere

### ILLUSION

- Illumination
- Invisibility
- Extend Invisibility
- Group Invisibility

# IRON FIST (DANNY RAND)


Art by Alex Ross

| RANK | KARMA |
|---|---|
| 3 | 3 |

| HEALTH | DAMAGE REDUCTION |
|---|---|
| 60 | — |

| FOCUS | DAMAGE REDUCTION |
|---|---|
| 90 | — |

SPEED
**Run:** 5
**Climb:** 3
**Swim:** 3
**Jump:** 3

INITIATIVE MODIFIER
+3

## ABILITIES

| | ABILITY SCORE | DEFENSE SCORE | NON-COMBAT CHECKS |
|---|---|---|---|
| MELEE | 4 | 14 | +6 |
| AGILITY | 2 | 12 | +2 |
| RESILIENCE | 2 | 12 | +2 |
| VIGILANCE | 3 | 13 | +3 |
| EGO | 3 | 13 | +3 |
| LOGIC | 1 | 11 | +1 |

## DAMAGE

| | dMarvel | × MULTIPLIER | + ABILITY |
|---|---|---|---|
| MELEE | dMarvel | × 5 | + 4 |
| AGILITY | dMarvel | × 3 | + 2 |
| EGO | dMarvel | × 3 | + 3 |
| LOGIC | dMarvel | × 3 | + 1 |

## TRAITS & TAGS

### TRAITS
- Combat Expert
- Combat Reflexes
- **Connections:** Super Heroes
- Determination
- Extraordinary Origin
- Fearless
- **Signature Attack:** Focused Strike

### TAGS
- Black Market Access
- Heroic
- Public Identity
- Supernatural

## BIOGRAPHY

**Real Name:** Daniel Thomas "Danny" Rand
**Height:** 5'11" **Weight:** 175 lbs. **Gender:** Male
**Eyes:** Blue **Hair:** Blond **Size:** Average
**Distinguishing Features:** Dragon insignia on chest.
**Occupation:** Adventurer
**Origin:** Magic, Special Training
**Teams:** The Defenders
**Base:** New York City

### HISTORY

After his parents were murdered on an expedition to the Himalayas, Danny Rand inadvertently stumbled through a portal to the mystical city of K'un-Lun. The people of K'un-Lun adopted Danny and gave him extensive tutelage in the martial arts.

After ten years of grueling training, Danny's mentor sent him on a mission to defeat the evil serpent Shou-Lao. Narrowly beating the beast, Danny took hold of its molten heart, infusing his hands and body with mystical chi energies and assuming the title of Iron Fist. He left K'un-Lun, vowing to take vengeance upon the man who killed his parents and upon evildoers everywhere.

### PERSONALITY

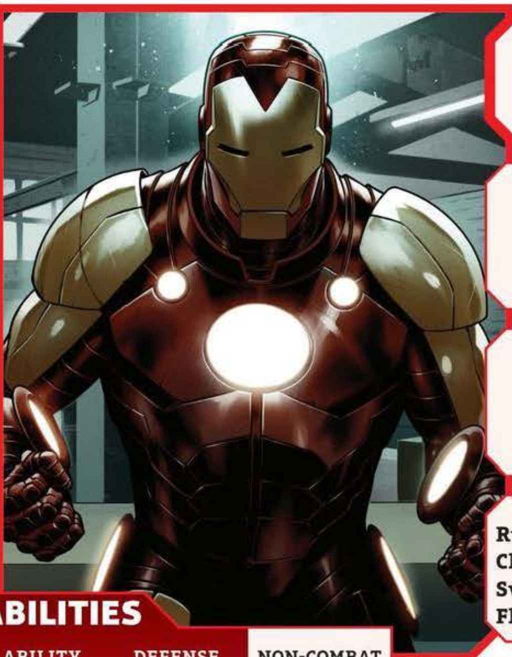
Danny Rand is a serious fighter prone to acting like a lone wolf. He is devoted to martial arts and despises nothing more than people who put such skills to evil uses. Years of living in NYC have tempered Danny's demeanor. He's allowed himself to develop a small group of friends and allies—including his best friend, Luke Cage—though he often still prefers to work alone.

## POWERS

### BASIC
- Mighty 2

### MARTIAL ARTS
- Attack Stance
- Chain Strikes
- Counterstrike Technique
- Defense Stance
- Fast Strikes
- Flying Double Kick
- Focused Strike
- Leg Sweep
- Regain Focus
- Reverse-Momentum Throw
- Unflappable Poise
- Untouchable Position

# IRON MAN (TONY STARK)



Art by CAFU & Frank D'Armata

| RANK | KARMA |
|---|---|
| 4 | 4 |

| HEALTH | DAMAGE REDUCTION |
|---|---|
| 75 | -2 |

| FOCUS | DAMAGE REDUCTION |
|---|---|
| 75 | — |

**SPEED**

**Run:** 5
**Climb:** 3
**Swim:** 3
**Flight:** 20

**INITIATIVE MODIFIER** +3

## ABILITIES

| | ABILITY SCORE | DEFENSE SCORE | NON-COMBAT CHECKS |
|---|---|---|---|
| MELEE | 3 | 13 | +4 |
| AGILITY | 4 | 14 | +5 |
| RESILIENCE | 3 | 13 | +3 |
| VIGILANCE | 3 | 13 | +3 |
| EGO | 5 | 15 | +7 |
| LOGIC | 5 | 15 | +7 |

## DAMAGE

| | dMarvel | MULTIPLIER | | ABILITY |
|---|---|---|---|---|
| MELEE | MARVEL × | 5 | + | 3 |
| AGILITY | MARVEL × | 5 | + | 4 |
| EGO | MARVEL × | 4 | + | 5 |
| LOGIC | MARVEL × | 6 | + | 5 |

## TRAITS & TAGS

### TRAITS

- **Connections:** Celebrities
- Dealmaker
- Extra Occupation
- Famous
- Gearhead
- Glibness
- Inventor
- Quick Learner
- Tech Reliance

### TAGS

- **Enemy:** Mandarin
- Extreme appearance (in battle suit)
- Headquarters
- Heroic
- Lab Access
- **Linguist:** Chinese (Mandarin), English, French, Japanese, Russian, Korean, Urdu
- Public Identity
- Rich

## POWERS

### BASIC

- Accuracy 1
- Brilliance 2
- Combat Trickery
- Environmental Protection
- Flight 2
- Mighty 1
- Slow-Motion Dodge
- Sturdy 2

### ELEMENTAL CONTROL (ENERGY)

- Elemental Barrage
- Elemental Barrier
- Elemental Blast
- Elemental Burst
- Elemental Push

## BIOGRAPHY

**Real Name:** Anthony "Tony" Stark
**Height:** 6'1" **Weight:** 225 lbs. **Gender:** Male
**Eyes:** Blue **Hair:** Black, short **Size:** Average
**Distinguishing Features:** Van Dyke beard
**Occupation:** Engineer, Tycoon
**Origin:** High Tech: Battle Suit
**Teams:** Avengers, Guardians of the Galaxy, S.H.I.E.L.D.
**Base:** New York City

### HISTORY

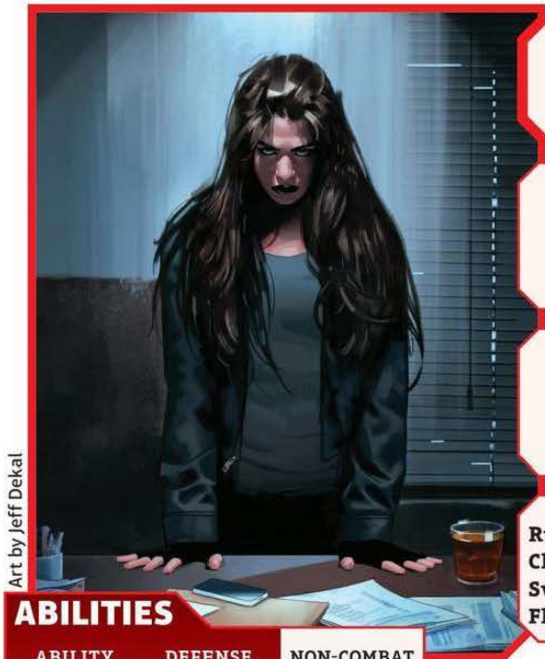
Tony Stark is the adopted son of Maria Stark and weapons manufacturer Howard Stark, founder of Stark Enterprises. He inherited the business when his parents were killed in a car crash, and he transformed it into a global conglomerate worth billions. During an overseas weapons demonstration, a terrorist attack caused an explosion that lodged shrapnel near Stark's heart. After being captured by the terrorists, instead of producing a weapon for them, he built a suit of powered armor in which he escaped.

After returning home, Stark improved his armor and pretended that Iron Man was his personal bodyguard. He decided to use his powers and his amazing fortune for good by co-founding and then funding the Avengers.

### PERSONALITY

Stark is one of the smartest, wealthiest and most famous people on Earth, something that can make him both arrogant and sarcastic. He's all too aware of his shortcomings and tries to temper his sharp tongue, especially around his longtime friends, to whom he is extremely loyal.

# JESSICA JONES



Art by Jeff Dekal

| RANK | KARMA |
|---|---|
| 3 | 3 |

| HEALTH | DAMAGE REDUCTION |
|---|---|
| 90 | -1 |

| FOCUS | DAMAGE REDUCTION |
|---|---|
| 60 | -2 |

| SPEED | INITIATIVE MODIFIER |
|---|---|
| **Run:** 5<br>**Climb:** 3<br>**Swim:** 3<br>**Flight:** 15 | +2 |

## ABILITIES

| | ABILITY SCORE | DEFENSE SCORE | NON-COMBAT CHECKS |
|---|---|---|---|
| MELEE | 3 | 13 | +5 |
| AGILITY | 2 | 12 | +2 |
| RESILIENCE | 3 | 13 | +3 |
| VIGILANCE | 2 | 12 | +2 |
| EGO | 1 | 11 | +1 |
| LOGIC | 4 | 14 | +5 |

## DAMAGE

| | dMarvel × MULTIPLIER | | ABILITY |
|---|---|---|---|
| MELEE | × 5 | + | 3 |
| AGILITY | × 3 | + | 2 |
| EGO | × 3 | + | 1 |
| LOGIC | × 4 | + | 4 |

## TRAITS & TAGS

### TRAITS

- **Connections:** Police
- Enhanced Physique
- Glibness
- Interrogation
- Investigation
- Iron Will
- Weird

### TAGS

- **Headquarters:** Harlem Apartment
- Heroic
- Public Identity
- Streetwise

## POWERS

### BASIC

- Brilliance 1
- Flight 2
- Healing Factor
- Mighty 2
- Sturdy 1
- Uncanny 2

### SUPER-STRENGTH

- Banging Heads
- Clobber
- Crushing Grip
- Immovable
- Quick Toss

## BIOGRAPHY

**Real Name:** Jessica Campbell Jones
**Height:** 5'7" **Weight:** 124 lbs. **Gender:** Female
**Eyes:** Brown **Hair:** Brown **Size:** Average
**Distinguishing Features:** None
**Occupation:** Investigator
**Origin:** Weird Science
**Teams:** The Defenders
**Base:** New York City

### HISTORY

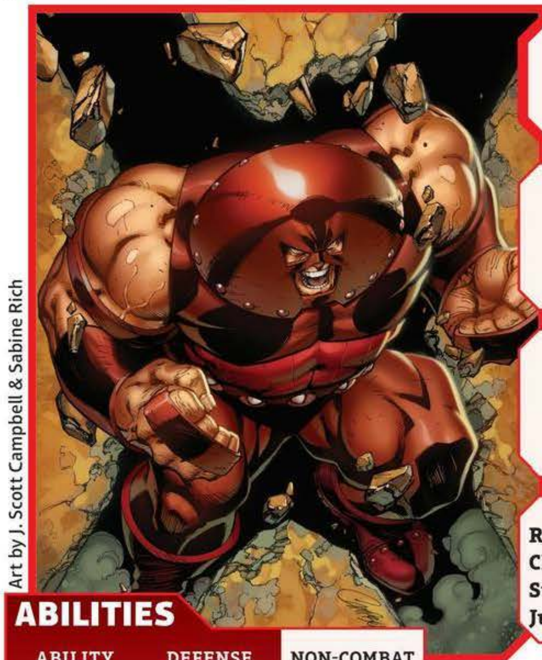
Jessica Campbell's entire family was killed when their car hit a truck carrying dangerous radioactive chemicals. Jessica survived, but the chemicals gave her super-powers. Adopted by a new family, she changed her last name to Jones and began fighting crime as the costumed hero Jewel, but after being captured and mind-controlled by the Purple Man for months, she hung up her mask.

Jones later opened up Alias Investigations, a for-profit P.I. firm, using her powers to help people—but without a costume. She has since married her love Luke Cage, with whom she has a little girl, Danielle.

### PERSONALITY

Jones' hard life has made her more than a little world-weary, but despite her travails she remains a strongly caring person. She may work for profit, but still she strives to deliver the best possible outcomes for her clients, going out of her way to ensure that they get the justice they pay for.

# JUGGERNAUT



Art by J. Scott Campbell & Sabine Rich

| RANK | KARMA |
|---|---|
| 4 | — |

| HEALTH | DAMAGE REDUCTION |
|---|---|
| 210 | -4 |

| FOCUS | DAMAGE REDUCTION |
|---|---|
| 120 | — |

**SPEED**

**Run:** 6

**Climb:** 3

**Swim:** 3

**Jump:** 3

**INITIATIVE MODIFIER** +3

## ABILITIES

| ABILITY SCORE | | DEFENSE SCORE | NON-COMBAT CHECKS |
|---|---|---|---|
| 7 | MELEE | 16 | +11 |
| 2 | AGILITY | 11 | +2 |
| 7 | RESILIENCE | 17 | +7 |
| 3 | VIGILANCE | 13 | +3 |
| 1 | EGO | 11 | +1 |
| 1 | LOGIC | 11 | +1 |

## DAMAGE

| | dMarvel | MULTIPLIER | | ABILITY |
|---|---|---|---|---|
| MELEE | dMarvel × | 8 | + | 7 |
| AGILITY | dMarvel × | 4 | + | 2 |
| EGO | dMarvel × | 4 | + | 1 |
| LOGIC | dMarvel × | 4 | + | 1 |

## TRAITS & TAGS

### TRAITS

- Battle Ready
- Berserker
- Big (Reach 2)
- **Connections:** Super Heroes
- Determination
- Fearless

### TAGS

- Black Market Access
- Extreme Appearance
- Public Identity
- Supernatural

## POWERS

### BASIC

- Healing Factor
- **Iconic Weapon:** Crimson Gem of Cyttorak [Any attack which deals less than 30 points of damage to the user of the Crimson Bands is instantly negated.]
- Mighty 4
- Sturdy 4

### SUPER-STRENGTH

- Banging Heads
- Clobber
- Crushing Grip
- Ground-Shaking Stomp
- Immovable
- Quick Toss
- Smash
- Unrelenting Smash

## BIOGRAPHY

**Real Name:** Cain Marko

**Height:** 6'10" **Weight:** 900 lbs. **Gender:** Male

**Eyes:** Blue **Hair:** Red **Size:** Big

**Distinguishing Features:** Unnatural strength and bulk as result of powers

**Occupation:** Adventurer

**Origin:** Magic

**Teams:** Brotherhood of Evil Mutants, X-Men

**Base:** Krakoa

### HISTORY

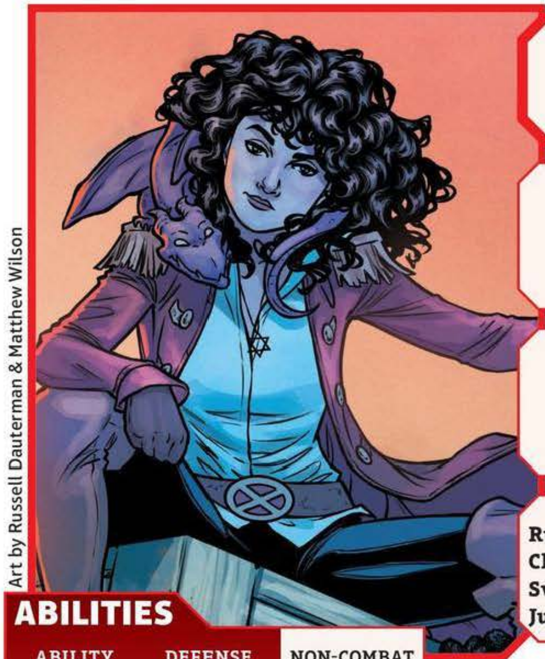
While not a mutant himself, Cain Marko's fate was permanently bound to that of mutant society the day that Charles Xavier—the future Professor X—became his stepbrother. As boys, they had a rocky relationship, with Marko resenting Xavier's obvious brilliance.

While serving as a U.S. soldier, Marko stumbled upon the Crimson Gem of Cyttorak, a mystical artifact that infused his body with superhuman strength and size. Seeing a chance to get the better of his stepbrother, Marko became the new Juggernaut and used his power for super-villainy.

### PERSONALITY

Marko and Xavier have slowly managed to repair their relationship, and in recent years, the Juggernaut has been more often a force for good than evil. Although a bit dense by nature, Marko has shown surprising moments of intelligence and humility. The main thing that still manages to set him off is Xavier, who struggles to fully trust him.

# KATE PRYDE


Art by Russell Dauterman & Matthew Wilson

| RANK | KARMA |
|---|---|
| 3 | 3 |

| HEALTH | DAMAGE REDUCTION |
|---|---|
| 60 | — |

| FOCUS | DAMAGE REDUCTION |
|---|---|
| 90 | — |

| SPEED | INITIATIVE MODIFIER |
|---|---|
| **Run:** 5<br>**Climb:** 3<br>**Swim:** 3<br>**Jump:** 3 | +3 |

## ABILITIES

| | ABILITY SCORE | DEFENSE SCORE | NON-COMBAT CHECKS |
|---|---|---|---|
| MELEE | 3 | 13 | +3 |
| AGILITY | 3 | 13 | +3 |
| RESILIENCE | 2 | 12 | +2 |
| VIGILANCE | 3 | 13 | +3 |
| EGO | 3 | 13 | +3 |
| LOGIC | 1 | 11 | +1 |

## DAMAGE

| | dMarvel × MULTIPLIER | + | ABILITY |
|---|---|---|---|
| MELEE | dMarvel × 3 | + | 3 |
| AGILITY | dMarvel × 3 | + | 3 |
| EGO | dMarvel × 3 | + | 3 |
| LOGIC | dMarvel × 3 | + | 1 |

## TRAITS & TAGS

### TRAITS

- Combat Reflexes
- **Connections:** Super Heroes
- Fearless
- Glibness
- **Weakness:** Magical Attacks

### TAGS

- Black Market Access
- Heroic
- Hounded
- **Linguist:** English, Japanese, Russian, Shi'ar, Skrullos
- Public Identity
- X-Gene

## POWERS

### MARTIAL ARTS

- Attack Stance
- Defense Stance
- Fast Strikes
- Leg Sweep

### PHASING

- Disrupt Person
- Disrupt Electronics
- Disrupt Nerves
- Partial Phase
- Phase Object
- Phase Other
- Phase Self
- Phase Walk
- Quick Phase

## BIOGRAPHY

**Real Name:** Katherine Anne "Kate" Pride
**Height:** 5'6" **Weight:** 110 lbs. **Gender:** Female
**Eyes:** Hazel **Hair:** Brown **Size:** Average
**Distinguishing Features:** Knuckle tattoos
**Occupation:** Adventurer
**Origin:** Mutant
**Teams:** Hellfire Trading Company, X-Men, Marauders
**Base:** Krakoa

### HISTORY

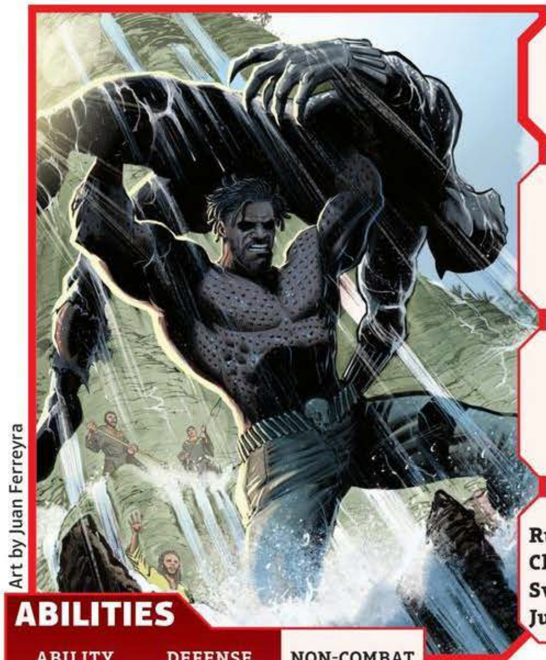
When she was 13, Kate Pryde discovered that her recurring migraines were in fact a byproduct of her developing mutant powers. With intense concentration, she found she could phase through solid matter. She was quickly whisked away to Professor Xavier's School for Gifted Youngsters, and she's been an important member of the X-Men ever since.

For mysterious reasons, Pryde has been cut off from many of the powers provided by the mutant homeland in Krakoa. Regardless of this setback, she remains a critical member of the Krakoan government and the leader of the Marauders.

### PERSONALITY

Pryde numbers among the most charming and friendly people, let alone mutants, on the planet. She has an uncanny knack for connecting with others, even those as gruff as Wolverine (Logan).

# KILLMONGER



Art by Juan Ferreyra

**RANK** 4

**KARMA** —

**HEALTH** 90

**DAMAGE REDUCTION** -2

**FOCUS** 90

**DAMAGE REDUCTION** —

**SPEED**
**Run:** 5
**Climb:** 3
**Swim:** 3
**Jump:** 3

**INITIATIVE MODIFIER** +3

## ABILITIES

| | ABILITY SCORE | DEFENSE SCORE | NON-COMBAT CHECKS |
|---|---|---|---|
| MELEE | 7 | 17 | +9 |
| AGILITY | 4 | 14 | +4 |
| RESILIENCE | 3 | 13 | +3 |
| VIGILANCE | 3 | 13 | +3 |
| EGO | 1 | 11 | +1 |
| LOGIC | 2 | 12 | +2 |

## DAMAGE

| | dMarvel | MULTIPLIER | | ABILITY |
|---|---|---|---|---|
| MELEE | × | 6 | + | 7 |
| AGILITY | × | 4 | + | 4 |
| EGO | × | 4 | + | 1 |
| LOGIC | × | 4 | + | 2 |

## TRAITS & TAGS

### TRAITS
- Bloodthirsty
- Enhanced Physique
- Extraordinary Origin
- Presence
- Public Speaking
- Tech Reliance

### TAGS
- Authority
- Hunted
- Powerful
- Public Identity
- Supernatural

## BIOGRAPHY

**Real Name:** Erik Killmonger
**Height:** 6'6" **Weight:** 225 lbs. **Gender:** Male
**Eyes:** Brown **Hair:** Black **Size:** Average
**Distinguishing Features:** None
**Occupation:** Leader
**Origin:** High Tech, Magic
**Teams:** None
**Base:** Niganda

### HISTORY

Born in a small Wakandan village, the boy who would become Erik Killmonger saw his entire family slaughtered at the hands of slavers. Killmonger himself was kidnapped and taken to the United States, where he vowed to avenge the deaths of his family and ensure that nothing like what happened to him could ever happen to anyone in the world again.

It wasn't long before Killmonger managed to kill his captors and return to Wakanda, where he set his sights on the Black Panther (T'Challa). Killmonger's sole wish is to destroy T'Challa and take control of Wakanda for himself.

### PERSONALITY

Highly determined and charismatic, Erik Killmonger makes an extremely effective battlefield leader. It's his ruthless, murderous methods that steer him down the wrong path.

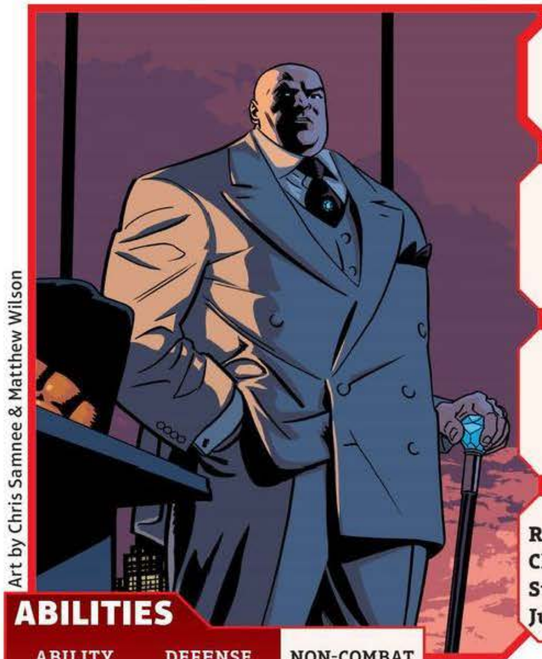
## POWERS

### BASIC
- Heightened Senses 1
- Inspiration
- Mighty 2
- Sturdy 2

### MARTIAL ARTS
- Always Ready
- Attack Stance
- Brace for Impact
- Do This All Day
- Chain Strikes
- Counterstrike Technique
- Fast Strikes

### ◆ TACTICS
- Battle Plan
- Focus Fire
- Keep Moving
- On Your Feet
- Rally on Me

# KINGPIN (WILSON FISK)



Art by Chris Samnee & Matthew Wilson

**RANK** 3

**KARMA** —

**HEALTH** 90

**DAMAGE REDUCTION** —

**FOCUS** 60

**DAMAGE REDUCTION** —

**SPEED**
**Run:** 6
**Climb:** 3
**Swim:** 3
**Jump:** 3

**INITIATIVE MODIFIER** +2

## ABILITIES

| | ABILITY SCORE | DEFENSE SCORE | NON-COMBAT CHECKS |
|---|---|---|---|
| MELEE | 5 | 14 | +5 |
| AGILITY | 1 | 14 | +1 |
| RESILIENCE | 3 | 13 | +3 |
| VIGILANCE | 2 | 12 | +2 |
| EGO | 2 | 12 | +2 |
| LOGIC | 3 | 13 | +3 |

## DAMAGE

| | dMarvel | MULTIPLIER | | ABILITY |
|---|---|---|---|---|
| MELEE | dMarvel × | 3 | + | 5 |
| AGILITY | dMarvel × | 3 | + | 1 |
| EGO | dMarvel × | 3 | + | 2 |
| LOGIC | dMarvel × | 3 | + | 3 |

## TRAITS & TAGS

### Traits

- Big (Reach 2)
- **Connections:** Criminal
- Determination
- Enhanced Physique
- Leverage

### Tags

- Black Market Access
- Powerful
- Public Identity
- Rich
- Streetwise
- Villainous

## BIOGRAPHY

**Real Name:** Wilson Fisk
**Height:** 6'7" **Weight:** 450 lbs. **Gender:** Male
**Eyes:** Blue **Hair:** Bald **Size:** Big
**Distinguishing Features:** None
**Occupation:** Criminal
**Origin:** Special Training
**Teams:** Power Elite, Fisk Industries
**Base:** New York City

### HISTORY

Born and raised in New York City, Wilson Fisk started on his path to become the Kingpin of Crime at an early age. He developed a skill for uncovering secrets and using them as leverage, while at the same time, he dedicated himself to becoming an astonishing bodybuilder with the strength (and shape) of the most powerful sumo wrestlers.

As Fisk's criminal organization spread throughout New York City, he butted heads several times with both Spider-Man and Daredevil. The only thing that seemed to soften him was his love for his wife, Vanessa, and their son, Richard, both of whom were killed. He has since remarried, this time to Typhoid Mary.

Fisk recently became the mayor of New York City after helping save the city during an alien invasion. He has since divested himself of his criminal enterprises—but not his crooked ways.

### PERSONALITY

Fisk can be charming and savvy, but he is also a schemer who is usually in control of most things around him. He's used to being the boss and having his people leap to obey him. When his plans are thwarted though, he can become murderously violent.

## POWERS

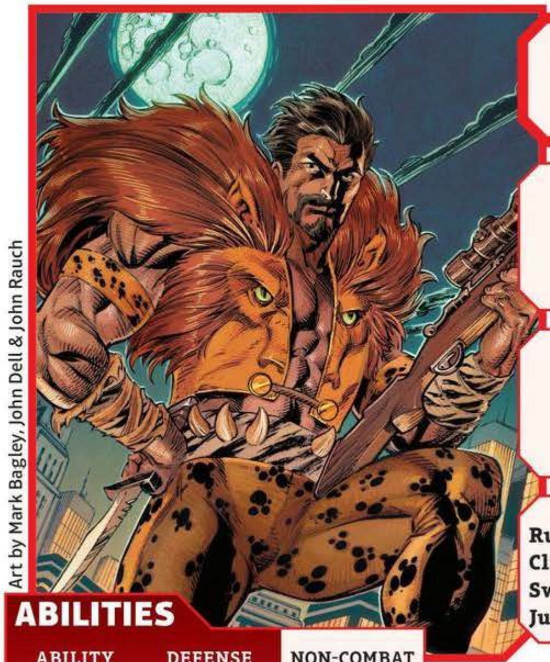
### BASIC

- Brawling
- Combat Trickery
- Inspiration

### MARTIAL ARTS

- Always Ready
- Attack Stance
- Banging Heads
- Brace for Impact
- Counterstrike Technique
- Crushing Grip
- Do This All Day
- Grappling Technique
- Spin and Throw
- Untouchable Position

# KRAVEN THE HUNTER



Art by Mark Bagley, John Dell & John Rauch

**RANK** 3

**KARMA** —

**HEALTH** 90

**DAMAGE REDUCTION** —

**FOCUS** 60

**DAMAGE REDUCTION** —

**SPEED**
**Run:** 6
**Climb:** 3
**Swim:** 3
**Jump:** 6

**INITIATIVE MODIFIER** +2

## ABILITIES

| | ABILITY SCORE | DEFENSE SCORE | NON-COMBAT CHECKS |
|---|---|---|---|
| MELEE | 4 | 14 | +5 |
| AGILITY | 5 | 15 | +5 |
| RESILIENCE | 3 | 13 | +3 |
| VIGILANCE | 2 | 12 | +2 |
| EGO | 1 | 11 | +1 |
| LOGIC | 0 | 10 | 0 |

## DAMAGE

| | dMarvel | MULTIPLIER | | ABILITY |
|---|---|---|---|---|
| MELEE | dMarvel × | 4 | + | 4 |
| AGILITY | dMarvel × | 3 | + | 5 |
| EGO | dMarvel × | 3 | + | 1 |
| LOGIC | dMarvel × | 3 | + | 0 |

## TRAITS & TAGS

### TRAITS
- Combat Expert
- **Connections:** Super Villains
- Enhanced Physique
- Fearless
- Free Running

### TAGS
- Black Market Access
- Public Identity
- Supernatural
- Villainous

## BIOGRAPHY

**Real Name:** Sergei Nikolaevich Kravinoff
**Height:** 6' **Weight:** 235 lbs. **Gender:** Male
**Eyes:** Brown **Hair:** Black **Size:** Average
**Distinguishing Features:** None
**Occupation:** Adventurer
**Origin:** Magic
**Teams:** Sinister Six
**Base:** Savage Land

### HISTORY

Born into a family of disgraced Russian nobles, Sergei Kravinoff was raised to believe that he was inherently better than the common man and that he needed to prove it. He spent years traveling across Africa, making a name for himself as an amazing big-game hunter. On his travels, he discovered an enchanted potion that granted him superhuman strength and vitality.

Armed with the power to defeat lions with his bare hands, Kravinoff adopted the title of Kraven the Hunter and began hunting super heroes instead, often with disappointing results. He once took his own life after defeating Spider-Man (Peter Parker), but his adult children later resurrected him.

### PERSONALITY

Kraven is arrogant and bombastic, but he is also determined to prove himself to be the greatest hunter who ever lived. He allows nothing—including his family—to stand between himself and that goal.

## POWERS

### BASIC
- Inspiration
- Mighty 1

### MARTIAL ARTS
- Attack Stance
- Defense Stance

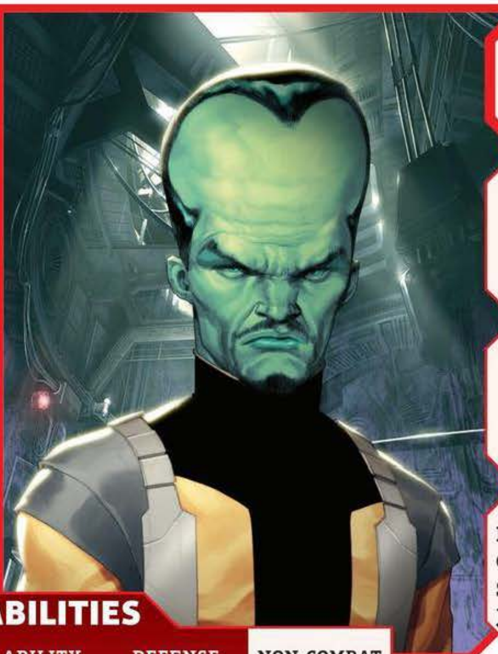
### RANGED WEAPONS
- Double Tap
- Stopping Power

### SPIDER-POWERS
- Jump 1
- Spider-Dodge
- Wallcrawling

### SUPER-STRENGTH
- Clobber
- Crushing Grip

### TACTICS
- Battle Plan

# LEADER



Art by Ariel Olivetti

| RANK | KARMA |
|---|---|
| 4 | — |

| HEALTH | DAMAGE REDUCTION |
|---|---|
| 90 | — |

| FOCUS | DAMAGE REDUCTION |
|---|---|
| 120 | -3 |

| SPEED | INITIATIVE MODIFIER |
|---|---|
| **Run:** 5<br>**Climb:** 3<br>**Swim:** 3<br>**Jump:** 3 | +4 |

## ABILITIES

| | ABILITY SCORE | DEFENSE SCORE | NON-COMBAT CHECKS |
|---|---|---|---|
| MELEE | 1 | 11 | +1 |
| AGILITY | 1 | 11 | +1 |
| RESILIENCE | 3 | 13 | +3 |
| VIGILANCE | 4 | 14 | +4 |
| EGO | 4 | 14 | +4 |
| LOGIC | 7 | 17 | +11 |

## DAMAGE

| | dMarvel | | MULTIPLIER | | ABILITY |
|---|---|---|---|---|---|
| MELEE | MARVEL | × | 4 | + | 1 |
| AGILITY | MARVEL | × | 4 | + | 1 |
| EGO | MARVEL | × | 4 | + | 4 |
| LOGIC | MARVEL | × | 8 | + | 7 |

## TRAITS & TAGS

### Traits

- Abrasive
- **Connections:** Criminal
- Eidetic Memory
- Font of Information
- Scientific Expertise
- Weird

### Tags

- Black Market Access
- Extreme Appearance
- Green Door
- **Immunity:** Gamma Radiation
- Public Identity
- Radioactive
- Streetwise
- Villainous

## POWERS

### Basic

- Brilliance 4
- Uncanny 3

### Telekinesis

- Telekinetic Attack
- Telekinetic Manipulation

### Telepathy

- Command
- ESP
- Fool
- Mind Reading
- Mind Interrogation
- Orders
- Telepathic Blast
- Telepathic Link
- Telepathic Network

## BIOGRAPHY

**Real Name:** Samuel “Sam” Sterns

**Height:** 5'10" **Weight:** 144 lbs. **Gender:** Male

**Eyes:** Green **Hair:** Black **Size:** Average

**Distinguishing Features:** Enlarged cranium, green skin

**Occupation:** Criminal

**Origin:** Weird Science: Gamma Mutate

**Teams:** Intelligencia, Thunderbolts

**Base:** Mobile

### History

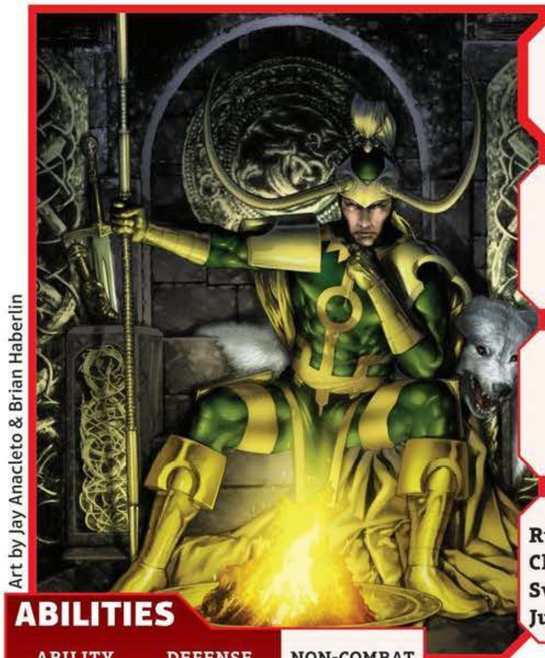
Samuel Sterns was once nothing more than a mild-mannered factory worker tasked with transporting canisters of nuclear waste. One day, during a routine disposal, a canister broke open and showered him in gamma radiation. The radiation mutated Sterns' body, turning his skin green and enlarging his skull. Finding that he now had superhuman intelligence and psionic abilities, Sterns adopted the title of the Leader and set himself to the task of conquering the world.

Sterns' evil plans have been thwarted again and again by the intervention of fellow gamma mutate the Hulk (Bruce Banner). He has become obsessed with defeating the Hulk, who he sees as the biggest obstacle on his path toward world domination.

### Personality

A megalomaniacal narcissist, the Leader believes that his brilliant intellect grants him the right to rule the world. It infuriates him that a being as dim-witted as the Hulk could possibly foil his schemes.

# LOKI



Art by Jay Anacleto & Brian Haberlin

| | |
|---|---|
| RANK | 5 |
| KARMA | — |
| HEALTH | 90 |
| DAMAGE REDUCTION | — |
| FOCUS | 120 |
| DAMAGE REDUCTION | — |
| INITIATIVE MODIFIER | +4 |

SPEED
**Run:** 5
**Climb:** 3
**Swim:** 3
**Jump:** 3

## ABILITIES

| | ABILITY SCORE | DEFENSE SCORE | NON-COMBAT CHECKS |
|---|---|---|---|
| MELEE | 3 | 13 | +4 |
| AGILITY | 2 | 12 | +3 |
| RESILIENCE | 3 | 13 | +3 |
| VIGILANCE | 4 | 14 | +4 |
| EGO | 8 | 18 | +9 |
| LOGIC | 5 | 15 | +6 |

## DAMAGE

| | dMarvel | | MULTIPLIER | | ABILITY |
|---|---|---|---|---|---|
| MELEE | MARVEL | × | 6 | + | 3 |
| AGILITY | MARVEL | × | 6 | + | 2 |
| EGO | MARVEL | × | 6 | + | 8 |
| LOGIC | MARVEL | × | 6 | + | 5 |

## BIOGRAPHY

**Real Name:** Loki Laufeyson
**Height:** Varies **Weight:** Varies
**Gender:** Varies, usually Male
**Eyes:** Varies **Hair:** Varies **Size:** Average
**Distinguishing Features:** None
**Occupation:** Outsider
**Origin:** Mythic: Asgardian
**Teams:** Dark Council, Gods of Asgard
**Base:** Asgard

### HISTORY

Although born to a family of Frost Giants, Loki Laufeyson was rescued from a battlefield and adopted by Odin, the king of Asgard, who treated Loki as one of his own and raised him alongside his other son Thor. As the crafty god of mischief, Loki's schemes have served as the inciting incident for many incredible adventures, including the formation of the original Avengers. He has been thought defeated many times, but he never fails to return, often even more cunning than ever.

Loki often plays the villain, but he's served as a hero many times as well. His focus as a god has morphed many times too, including things like mischief, lies and stories.

### PERSONALITY

Feeling like an outsider to the Asgardian community, Loki harbors some resentment toward his brother, Thor, for his effortless ability to fit in. However, he's willing to set everything aside in the name of a good prank. He delights in mischief above all else.

## TRAITS & TAGS

### TRAITS

- Combat Reflexes
- **Connections:** Outsiders
- Enhanced Physique
- Dealmaker
- Font of Knowledge
- Fresh Eyes
- Glibness
- God Heritage
- Leverage
- Stranger

### TAGS

- Public Identity
- Sorcerous
- Supernatural
- Worshipped

## POWERS

### BASIC

- Accuracy 1
- Brilliance 1
- Discipline 1
- Disguise
- Healing Factor
- Mighty 1
- Shape-Shift

### MAGIC (SORCERY SET)

- Astral Form
- Bolts of Balthakk
- Dispel Spell
- Icy Tendrils of Ikthalon
- Images of Ikonn
- Shield of the Seraphim (20 points to shatter)
- Summon Portal

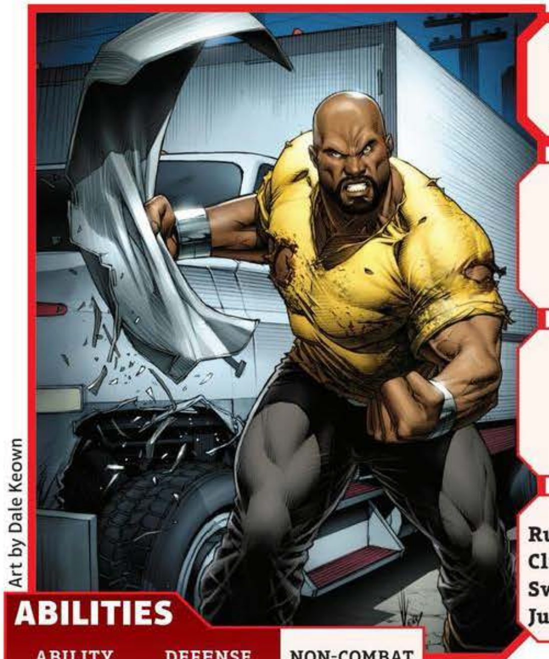
### TELEKINESIS

- Telekinetic Attack
- Telekinetic Manipulation

### TELEPATHY

- Command
- ESP
- Mind Reading
- Telepathic Blast
- Telepathic Link
- Telepathic Network

# LUKE CAGE



Art by Dale Keown

| RANK | KARMA |
|---|---|
| 3 | 3 |

| HEALTH | DAMAGE REDUCTION |
|---|---|
| 150 | -3 |

| FOCUS | DAMAGE REDUCTION |
|---|---|
| 30 | — |

| SPEED | INITIATIVE MODIFIER |
|---|---|
| Run: 5<br>Climb: 3<br>Swim: 3<br>Jump: 3 | +1 |

## ABILITIES

| | ABILITY SCORE | DEFENSE SCORE | NON-COMBAT CHECKS |
|---|---|---|---|
| MELEE | 4 | 14 | +6 |
| AGILITY | 1 | 11 | +1 |
| RESILIENCE | 5 | 15 | +5 |
| VIGILANCE | 1 | 11 | +1 |
| EGO | 3 | 13 | +3 |
| LOGIC | 1 | 11 | +1 |

## DAMAGE

| | dMarvel | | MULTIPLIER | | ABILITY |
|---|---|---|---|---|---|
| MELEE | MARVEL | × | 5 | + | 4 |
| AGILITY | MARVEL | × | 3 | + | 1 |
| EGO | MARVEL | × | 3 | + | 3 |
| LOGIC | MARVEL | × | 3 | + | 1 |

## TRAITS & TAGS

### TRAITS

- Beguiling
- **Connections:** Super Heroes
- Extra Occupation
- Fearless
- Presence
- Public Speaking
- Weird

### TAGS

- Authority
- Black Market Access
- **Headquarters:** Harlem Apartment
- Heroic
- Hounded
- Powerful
- Public Identity

## BIOGRAPHY

**Real Name:** Lucas "Luke" Cage; formerly Carl Lucas
**Height:** 6'6" **Weight:** 425 lbs. **Gender:** Male
**Eyes:** Brown **Hair:** Bald **Size:** Average
**Distinguishing Features:** None
**Occupation:** Adventurer, Leader
**Origin:** Weird Science
**Teams:** The Defenders, Heroes for Hire, Mighty Avengers
**Base:** New York City

### HISTORY

Imprisoned for a crime he didn't commit, Carl Lucas was recruited by the prison's doctor as a test subject for an experimental variant of the Super-Soldier Serum that empowered Captain America (Steve Rogers). Imbued with superhuman strength and durability, Lucas broke free of his prison and returned to the Harlem of his youth.

As a fugitive, Lucas adopted the name Luke Cage and began working as a Hero for Hire. Cage has been through a lot in the years since, sometimes teaming up with internationally recognized super-groups and sometimes returning to for-hire work, but he's never stopped being a tireless fighter for the people of Harlem.

### PERSONALITY

Cage is as sensitive and caring as he is tough and strong. Circumstances may force him into work as a paid hero, but he often helps those in need for free. Nothing is more important to him than his friends and family, including his wife, Jessica Jones, and their daughter, Danielle.

## POWERS

### BASIC

- Mighty 2
- Sturdy 3

### MARTIAL ARTS

- Attack Stance
- Do This All Day

### SUPER-STRENGTH

- Banging Heads
- Clobber
- Crushing Grip
- Immovable
- Smash
- Quick Toss

# MAGNETO

Art by J. Scott Campbell & Sabine Rich

**RANK**
6

**KARMA**
—

**HEALTH**
90

**DAMAGE REDUCTION**
—

**FOCUS**
180

**DAMAGE REDUCTION**
-4

**SPEED**
**Run:** 5
**Climb:** 3
**Swim:** 3
**Flight:** 30

**INITIATIVE MODIFIER**
+6

## ABILITIES

| | ABILITY SCORE | DEFENSE SCORE | NON-COMBAT CHECKS |
|---|---|---|---|
| MELEE | 2 | 12 | +2 |
| AGILITY | 3 | 13 | +3 |
| RESILIENCE | 3 | 13 | +3 |
| VIGILANCE | 6 | 16 | +6 |
| EGO | 9 | 19 | +13 |
| LOGIC | 7 | 17 | +9 |

## DAMAGE

| | dMarvel | | MULTIPLIER | | ABILITY |
|---|---|---|---|---|---|
| MELEE | dMarvel | × | 6 | + | 2 |
| AGILITY | dMarvel | × | 6 | + | 3 |
| EGO | dMarvel | × | 10 | + | 9 |
| LOGIC | dMarvel | × | 8 | + | 7 |

## BIOGRAPHY

**Real Name:** Max Eisenhardt
**Height:** 6'2" **Weight:** 190 lbs. **Gender:** Male
**Eyes:** Blue **Hair:** Black **Size:** Average
**Distinguishing Features:** Auschwitz I.D. #24005 tattoo on arm
**Occupation:** Adventurer
**Origin:** Mutant
**Teams:** Brotherhood of Evil Mutants, X-Men
**Base:** Krakoa

### HISTORY

Max Eisenhardt, going by the name Erik Lensherr, first met Charles Xavier (who would become Professor X) while working at a psychiatric hospital for Holocaust survivors, where they recognized each other's mutant powers and had heated debates about mutant integration into normal society. As a Holocaust survivor himself, Eisenhardt struggled to accept that humanity would ever accept mutants.

Eisenhardt later became the villain Magneto and formed the Brotherhood of Evil Mutants in direct opposition to Xavier's own X-Men. Eventually, Magneto put aside such methods and even led the X-Men himself for a while. He has long worked to establish a homeland for mutants, and with Krakoa, he feels that he and Charles may finally have succeeded.

### PERSONALITY

Magneto has a strong sense of right and wrong. Periods of mental instability throughout his life have sometimes made him into a zealot willing to harm innocents in the pursuit of his dreams, but his righteous intentions have never wavered.

## TRAITS & TAGS

### TRAITS

- Combat Expert
- **Connections:** Super Heroes
- Determination
- Fearless
- Iron Will
- Leverage
- Scientific Expertise
- Tech Reliance

### TAGS

- Black Market Access
- Hounded
- Krakoan
- **Linguist:** Arabic, English, French, German, Hebrew, Polish, Russian, Ukrainian, Yiddish
- Public Identity
- X-Gene

## POWERS

### BASIC

- Brilliance 2
- Discipline 4
- Flight 2
- Inspiration
- Uncanny 4

### ELEMENTAL CONTROL (IRON)

- Elemental Barrier
- Elemental Blast
- Elemental Burst
- Elemental Grab
- Elemental Protection 4 (40 points to shatter)
- Elemental Push
- Elemental Reinforcement
- Elemental Sphere
- Elemental Suffocation

### TACTICS

- Battle Plan
- Change of Plans
- Keep Moving

# MAGNITRON

Art by Scott Hepburn & Jordie Bellaire

| RANK | KARMA |
|---|---|
| 4 | — |

| HEALTH | DAMAGE REDUCTION |
|---|---|
| 120 | -3 |

| FOCUS | DAMAGE REDUCTION |
|---|---|
| 120 | — |

**SPEED**

**Run:** 5

**Climb:** 3

**Swim:** 3

**Flight:** 20

**INITIATIVE MODIFIER**

+3E

## ABILITIES

| ABILITY | ABILITY SCORE | DEFENSE SCORE | NON-COMBAT CHECKS |
|---|---|---|---|
| MELEE | 4 | 14 | +6 |
| AGILITY | 3 | 13 | +5 |
| RESILIENCE | 4 | 14 | +4 |
| VIGILANCE | 3 | 13 | +3 |
| EGO | 5 | 15 | +6 |
| LOGIC | 1 | 11 | +1 |

## DAMAGE

|  | dMarvel | MULTIPLIER |  | ABILITY |
|---|---|---|---|---|
| MELEE | dMarvel × | 6 | + | 4 |
| AGILITY | dMarvel × | 6 | + | 3 |
| EGO | dMarvel × | 5 | + | 5 |
| LOGIC | dMarvel × | 4 | + | 1 |

## TRAITS & TAGS

### TRAITS

- Battle Ready
- Breathe Different
- Combat Expert
- **Connections:** Military (Kree Empire)
- **Connections:** Outsiders
- Enhanced Physique
- Extra Occupation
- Fearless
- Fresh Eyes
- Piloting
- Situational Awareness
- Stranger

### TAGS

- Alien Heritage
- Extreme Appearance
- Public Identity
- Villainous

## BIOGRAPHY

**Real Name:** Yon-Rogg

**Height:** 6' **Weight:** 220 lbs. **Gender:** Male

**Eyes:** Blue **Hair:** Auburn **Size:** Average

**Distinguishing Features:** None

**Occupation:** Military, Outsider

**Origin:** Alien: Kree

**Teams:** Imperial Kree Amy

**Base:** Hala

### HISTORY

As a young adult, Yon-Rogg enlisted in the Kree Imperial Army, where he befriended a man named Mar-Vell. At first, their friendship was solid, but as time wore on, Yon-Rogg became increasingly jealous of the admiration showered upon Mar-Vell by the other Kree, so he stabbed Mar-Vell in the back and abandoned him on Earth.

Tasked with expanding the Kree Empire, Yon-Rogg attempted to invade Earth time and time again, only to be defeated each time by Captain Marvel (Mar-Vell), who survived his treachery. Mar-Vell died years ago, but Yon-Rogg continues to hunt those who associated with him, including the current Captain Marvel (Carol Danvers). In more recent years, he gained new powers and assumed the codename Magnitron.

### PERSONALITY

Yon-Rogg is normally a serious and competent soldier, but his hatred for Mar-Vell and the man's legacy often drives him to irrational ends.

## POWERS

### BASIC

- Accuracy 2
- Discipline 1
- Flight 2
- Mighty 2
- Sturdy 3

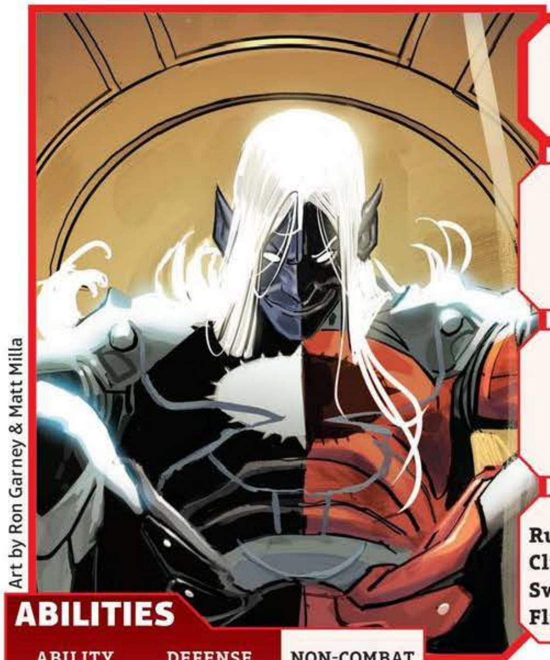
### ELEMENTAL CONTROL (ENERGY)

- Elemental Barrage
- Elemental Blast
- Elemental Burst

### SUPER-STRENGTH

- Banging Heads
- Clobber
- Crushing Grip
- Immovable
- Smash

# MALEKITH


Art by Ron Garney & Matt Milla

| RANK | KARMA |
|---|---|
| 4 | — |

| HEALTH | DAMAGE REDUCTION |
|---|---|
| 90 | — |

| FOCUS | DAMAGE REDUCTION |
|---|---|
| 120 | — |

**SPEED**
**Run:** 5
**Climb:** 3
**Swim:** 3
**Flight:** 20

**INITIATIVE MODIFIER** +4

## ABILITIES

| | ABILITY SCORE | DEFENSE SCORE | NON-COMBAT CHECKS |
|---|---|---|---|
| MELEE | 2 | 12 | +2 |
| AGILITY | 3 | 13 | +3 |
| RESILIENCE | 3 | 13 | +3 |
| VIGILANCE | 4 | 14 | +4 |
| EGO | 6 | 16 | +9 |
| LOGIC | 2 | 12 | +2 |

## DAMAGE

| | dMarvel | MULTIPLIER | | ABILITY |
|---|---|---|---|---|
| MELEE | dMarvel × | 4 | + | 2 |
| AGILITY | dMarvel × | 4 | + | 3 |
| EGO | dMarvel × | 7 | + | 6 |
| LOGIC | dMarvel × | 4 | + | 2 |

## TRAITS & TAGS

### TRAITS
- Abrasive
- Bloodthirsty
- Combat Reflexes
- **Connections:** Outsiders
- Fresh Eyes
- Stranger
- **Weakness:** Iron

### TAGS
- Alternate Form (Mist)
- Extreme Appearance
- Public Identity
- Sorcerous
- Supernatural
- Villainous

## BIOGRAPHY

**Real Name:** Malekith
**Height:** 6'9" **Weight:** 185 lbs. **Gender:** Male
**Eyes:** Blue **Hair:** White **Size:** Average
**Distinguishing Features:** Dark blue skin on right side of body, black on left
**Occupation:** Outsider
**Origin:** Mythic
**Teams:** Dark Council, Dark Elves
**Base:** Niffleheim

### HISTORY

Malekith was born in Svartalfheim—the Asgardian realm of the dark elves—during a tumultuous period of war and suffering. He saw his whole family die in the fighting, only for his mother—his one remaining relative—to sell him off for a few sacks of food.

While in captivity, Malekith made the acquaintance of a wizard who taught him powerful spells. Together they plotted ways to escape their prison and bring an end to the war. Unfortunately, Malekith had already gone mad. At the last second he betrayed his magical compatriot. With his dying breath, the wizard used his remaining magic to permanently mar Malekith, turning half of his body pitch-black.

### PERSONALITY

War has been the defining feature of Malekith's life, and he is in love with the chaos. While he is far more sadistic than Loki, Malekith frequently finds an ally in the god of mischief in his plots against Asgard itself.

## POWERS

### BASIC
- Discipline 3
- Disguise
- Flight 2
- Healing Factor

### MAGIC (SORCERY SET)
- Bolts of Balthakk
- Flames of the Faltine
- Icy Tendrils of Ikthalon
- Images of Ikonn
- Mists of Munnopor
- Summon Portal
- Vapors of Valtorr
- Winds of Watoomb

### MELEE WEAPONS (SHARP)
- Fast Attacks
- Vicious Attack
- Whirling Frenzy

## MANDARIN

Art by Salvador Larroca & Frank D'Armata

| | |
|---|---|
| RANK | 5 |
| KARMA | — |
| HEALTH | 90 |
| DAMAGE REDUCTION | — |
| FOCUS | 150 |
| DAMAGE REDUCTION | — |
| INITIATIVE MODIFIER | +5 |

**SPEED**
**Run:** 5
**Climb:** 3
**Swim:** 3
**Jump:** 3

### ABILITIES

| | ABILITY SCORE | DEFENSE SCORE | NON-COMBAT CHECKS |
|---|---|---|---|
| MELEE | 2 | 12 | +2 |
| AGILITY | 3 | 13 | +3 |
| RESILIENCE | 3 | 13 | +3 |
| VIGILANCE | 5 | 15 | +5 |
| EGO | 7 | 17 | +10 |
| LOGIC | 5 | 15 | +5 |

### DAMAGE

| | dMarvel | × MULTIPLIER | + ABILITY |
|---|---|---|---|
| MELEE | MARVEL | 5 | 2 |
| AGILITY | MARVEL | 5 | 3 |
| EGO | MARVEL | 8 | 7 |
| LOGIC | MARVEL | 5 | 5 |

### TRAITS & TAGS

**Traits**
- Combat Reflexes
- **Connections:** Celebrities
- Enduring Constitution
- Famous
- Font of Information
- Presence
- Scientific Expertise

**Tags**
- **Headquarters:** Mandarin City
- Public Identity
- Rich
- Sorcerous
- Supernatural
- Villainous

### BIOGRAPHY

**Real Name:** Unknown
**Height:** 6'2" **Weight:** 215 lbs. **Gender:** Male
**Eyes:** Green **Hair:** Black **Size:** Average
**Distinguishing Features:** None
**Occupation:** Tycoon
**Origin:** Magic: Sorcery
**Teams:** The Hand, the Triads
**Base:** Mandarin City

**History**

Born into a poor English family in the Chinese countryside, the future Mandarin was forced to flee his childhood home by the rising communist revolution. Wandering about, he stumbled upon the wreck of an alien spacecraft, inside of which he found ten magic rings that granted him unstoppable mystical powers. Enthralled by his new powers, the young man claimed the title of the Mandarin and began building himself into the greatest arms smuggler on the planet.

The Mandarin's arms dealing frequently brings him into conflict with Tony Stark (Iron Man), a reformed arms manufacturer himself. The Mandarin generally prefers to work against Stark through proxies, but he is plenty capable of holding his own against Iron Man when drawn out.

**Personality**

Highly unstable and egotistical, the Mandarin has been racked by delusions of glory throughout his entire life. A conqueror at heart, he would see war and chaos spread across the globe.

### POWERS

**Basic**
- Discipline 3

**Elemental Control (Energy)**
- Energy Blast
- Energy Burst

**Magic (Sorcery Set)**
- Bolts of Balthakk
- Flames of the Faltine
- Icy Tendrils of Ikthalon
- Images of Ikonn
- Mists of Munnopor
- Vapors of Valtorr
- Winds of Watoomb

**Martial Arts**
- Attack Stance
- Chain Strikes
- Defense Stance
- Fast Strikes
- Leg Sweep
- Unflappable Poise

**Telekinesis**
- Telekinetic Attack
- Telekinetic Grab
- Telekinetic Manipulation

# MAXIMUS

Art by Stjepan Sejic

**RANK** 3

**KARMA** —

**HEALTH** 30

**DAMAGE REDUCTION** —

**FOCUS** 90

**DAMAGE REDUCTION** -2

**SPEED**
**Run:** 5
**Climb:** 3
**Swim:** 3
**Jump:** 3

**INITIATIVE MODIFIER** +3

## ABILITIES

| | ABILITY SCORE | DEFENSE SCORE | NON-COMBAT CHECKS |
|---|---|---|---|
| MELEE | 1 | 11 | +1 |
| AGILITY | 1 | 11 | +1 |
| RESILIENCE | 1 | 11 | +1 |
| VIGILANCE | 3 | 13 | +3 |
| EGO | 3 | 13 | +3 |
| LOGIC | 6 | 16 | +9 |

## DAMAGE

| | dMarvel | MULTIPLIER | | ABILITY |
|---|---|---|---|---|
| MELEE | dMarvel × | 3 | + | 1 |
| AGILITY | dMarvel × | 3 | + | 1 |
| EGO | dMarvel × | 3 | + | 3 |
| LOGIC | dMarvel × | 6 | + | 6 |

## TRAITS & TAGS

### TRAITS
- Inventor
- Leverage
- Presence
- Scientific Expertise

### TAGS
- Authority
- Hunted
- Inhuman Genes
- Powerful
- Public Identity
- Villainous

## BIOGRAPHY

**Real Name:** Maximus Boltagon
**Height:** 5'11" **Weight:** 180 lbs. **Gender:** Male
**Eyes:** Blue **Hair:** Black **Size:** Average
**Distinguishing Features:** None
**Occupation:** Leader
**Origin:** Inhuman
**Teams:** Kree Imperium, League of Evil Inhumans
**Base:** New Arctilan

### HISTORY

A powerful psychic, Maximus was born the second son of the Inhuman royal family, preceded in the line of succession only by his brother, the hero Black Bolt. From a young age, Maximus came to resent his brother, repeatedly attempting to get the young Black Bolt into trouble, but it was only after Black Bolt ascended to the throne that Maximus went truly mad.

Determined to kill his brother and ascend to the position of Inhuman King, Maximus has launched coup attempt after coup attempt against Black Bolt. In recent years, Maximus has shown the ability to work with his fellow Inhumans, but his motivations are always suspect and can change at any moment.

### PERSONALITY

Maximus' strongest desire has always been to take over as ruler of the Inhumans and make his brother suffer. How much of this is motivated by madness and how much by self-interest is hard to discern.

## POWERS

### BASIC
- Brilliance 3
- Uncanny 2

### TELEPATHY
- Cloak
- Command
- Fool
- Memory Blip
- Mind Reading
- Mirage
- Telepathic Blast
- Telepathic Link
- Telepathic Network

# MIRAGE (DANI MOONSTAR)

Art by Afua Richardson

| RANK | KARMA |
|---|---|
| 3 | 3 |

| HEALTH | DAMAGE REDUCTION |
|---|---|
| 60 | — |

| FOCUS | DAMAGE REDUCTION |
|---|---|
| 90 | -2 |

**SPEED**

**Run:** 5

**Climb:** 3

**Swim:** 3

**Jump:** 3

**INITIATIVE MODIFIER**

+3E

## ABILITIES

| ABILITY SCORE | | DEFENSE SCORE | NON-COMBAT CHECKS |
|---|---|---|---|
| 1 | MELEE | 11 | +1 |
| 3 | AGILITY | 13 | +3 |
| 2 | RESILIENCE | 12 | +2 |
| 3 | VIGILANCE | 13 | +3 |
| 1 | EGO | 11 | +1 |
| 5 | LOGIC | 15 | +7 |

## DAMAGE

| | dMarvel | | MULTIPLIER | | ABILITY |
|---|---|---|---|---|---|
| MELEE | dMarvel | × | 3 | + | 1 |
| AGILITY | dMarvel | × | 3 | + | 3 |
| EGO | dMarvel | × | 3 | + | 1 |
| LOGIC | dMarvel | × | 5 | + | 5 |

## BIOGRAPHY

**Real Name:** Danielle "Dani" Moonstar

**Height:** 5'6" **Weight:** 123 lbs. **Gender:** Female

**Eyes:** Brown **Hair:** Black **Size:** Average

**Distinguishing Features:** None

**Occupation:** Adventurer

**Origin:** Mutant

**Teams:** New Mutants, X-Men

**Base:** Krakoa

### HISTORY

As a teenager, Dani Moonstar discovered she had the ability to create powerful psychic illusions. When those illusions began to attack those closest to her, her grandfather—the shaman Black Eagle—asked Charles Xavier (Professor X) to train her in the use of her powers. Before Xavier could arrive, Black Eagle was assassinated by a madman bent on destroying mutantkind. As part of Xavier's brand-new New Mutants team, Moonstar helped put an end to that madman's plans.

For a while, Moonstar served as one of Asgard's Valkyries, but today she lives on Krakoa, where she has joined a revived New Mutants team. She uses her powers to help other mutants process their trauma. Despite no longer being a Valkyrie, she still retains her bond with her Asgardian winged horse, Brightwind.

### PERSONALITY

Moonstar is a powerful and serious combatant, not the type to joke around during a mission. Away from battle, she is a highly intelligent and empathetic person. Her psychic abilities allow her to literally dig into the emotional problems of her teammates.

## TRAITS & TAGS

### TRAITS

- **Connections:** Super Heroes
- Fearless
- Iron Will
- Situational Awareness
- Surprising Power (Grand Mirage)

### TAGS

- Black Market Access
- Heroic
- Hounded
- Krakoan
- Public Identity
- X-Gene

## POWERS

### BASIC

- Brilliance 2
- Uncanny 2

### TELEPATHY

- Animal Bond (Brightwind)
- Animal Communication (Mammals)
- ESP
- Grand Mirage
- Mind Interrogation
- Mind Reading
- Mirage
- Telepathic Blast
- Telepathic Link
- Telepathic Network

# MISTER FANTASTIC

Art by Chris Samnee

| RANK | KARMA |
|---|---|
| 4 | 4 |

| HEALTH | DAMAGE REDUCTION |
|---|---|
| 120 | -2 |

| FOCUS | DAMAGE REDUCTION |
|---|---|
| 60 | — |

| SPEED | INITIATIVE MODIFIER |
|---|---|
| Run: 10<br>Climb: 6<br>Swim: 5<br>Glide: 20 | +2 |

## ABILITIES

| | ABILITY SCORE | DEFENSE SCORE | NON-COMBAT CHECKS |
|---|---|---|---|
| MELEE | 2 | 12 | +2 |
| AGILITY | 4 | 14 | +4 |
| RESILIENCE | 4 | 14 | +4 |
| VIGILANCE | 2 | 12 | +2 |
| EGO | 2 | 12 | +2 |
| LOGIC | 7 | 17 | +11 |

## DAMAGE

| | dMarvel | MULTIPLIER | | ABILITY |
|---|---|---|---|---|
| MELEE | dMarvel × | 4 | + | 2 |
| AGILITY | dMarvel × | 4 | + | 4 |
| EGO | dMarvel × | 4 | + | 2 |
| LOGIC | dMarvel × | 8 | + | 7 |

## BIOGRAPHY

**Real Name:** Reed Richards
**Height:** 6'1" **Weight:** 180 lbs. **Gender:** Male
**Eyes:** Brown **Hair:** Brown, gray **Size:** Average
**Distinguishing Features:** None
**Occupation:** Scientist
**Origin:** Weird Science
**Teams:** Fantastic Four, Future Foundation
**Base:** New York City

### HISTORY

Brilliant young physicist Reed Richards gambled his family's considerable fortune on an experimental space mission, during which he and his crew were bombarded by cosmic rays, giving them super-powers. Back on Earth, with Richards as their leader, the crew formed the Fantastic Four.

Richards' intellect is just as critical a component of his heroism as his powers. With eighteen separate doctorates, he is arguably the most brilliant scientist on the planet. Richards later married one of the crew—Susan Storm (Invisible Woman)—with whom he has two kids, and nothing is more important to him than his family and friends.

### PERSONALITY

Richards' intense and calculating nature occasionally puts him at odds with his more outwardly emotional teammates, but at heart, he is a humanitarian. He believes that science has the potential to solve all of humanity's problems, and nothing frustrates him more than an unsolvable problem.

## TRAITS & TAGS

### TRAITS

- Combat Reflexes
- Famous
- Font of Information
- Gearhead
- Inventor
- Scientific Expertise
- Weird

### TAGS

- **Enemy:** Doctor Doom
- **Headquarters:** 4 Yancy Street
- Heroic
- Lab Access
- Public Identity

## POWERS

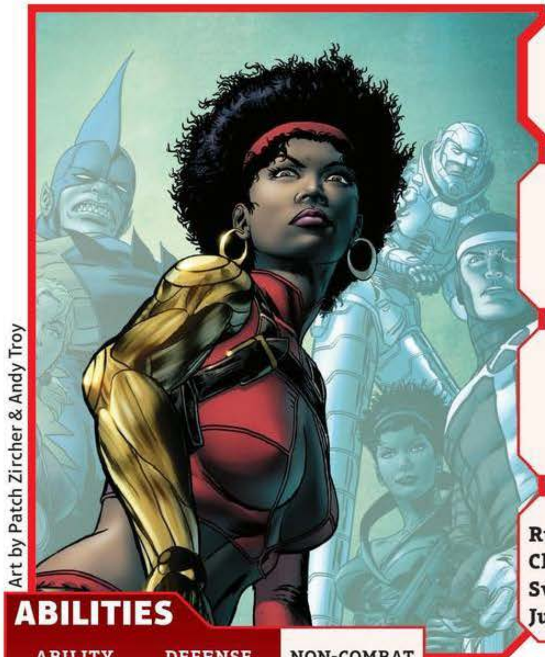
### BASIC

- Brilliance 4
- Combat Trickery

### PLASTICITY

- Body Sheet
- Body Sphere
- Bounce Back
- Coiling Crush
- Extended Reach 2
- Flexible Bones 2
- Flexible Fingers
- Reverse Punch
- Rubberneck
- Slip Free
- Stilt Steps

# MISTY KNIGHT


Art by Patch Zircher & Andy Troy

| | |
|---|---|
| RANK | 3 |
| KARMA | 3 |
| HEALTH | 90 |
| DAMAGE REDUCTION | — |
| FOCUS | 60 |
| DAMAGE REDUCTION | — |
| SPEED | Run: 5<br>Climb: 3<br>Swim: 3<br>Jump: 3 |
| INITIATIVE MODIFIER | +2 |

## ABILITIES

| | ABILITY SCORE | DEFENSE SCORE | NON-COMBAT CHECKS |
|---|---|---|---|
| MELEE | 5 | 15 | +7 |
| AGILITY | 3 | 13 | +3 |
| RESILIENCE | 3 | 13 | +3 |
| VIGILANCE | 2 | 12 | +2 |
| EGO | 0 | 10 | 0 |
| LOGIC | 2 | 12 | +2 |

## DAMAGE

| | dMarvel | MULTIPLIER | | ABILITY |
|---|---|---|---|---|
| MELEE | × | 5 | + | 5 |
| AGILITY | × | 3 | + | 3 |
| EGO | × | 3 | + | 0 |
| LOGIC | × | 3 | + | 2 |

## TRAITS & TAGS

### TRAITS

- Combat Expert
- **Connections:** Police
- Determination
- Extra Occupation
- Extraordinary Origin
- Interrogation
- Investigation
- Tech Reliance

### TAGS

- Authority
- Backup
- Extreme Appearance
- Heroic
- Public Identity

## BIOGRAPHY

**Real Name:** Mercedes "Misty" Knight

**Height:** 5'9" **Weight:** 136 lbs. **Gender:** Female

**Eyes:** Brown **Hair:** Black **Size:** Average

**Distinguishing Features:** Bionic arm

**Occupation:** Investigator, Law Enforcer

**Origin:** High Tech: Cybernetics, Special Training

**Teams:** Aberrant Crimes Division (ACD) of the F.B.I., Daughters of the Dragon, Defenders

**Base:** Mobile

### HISTORY

Misty Knight was a talented rookie in the NYPD bomb squad—until the day her arm got blown off in the line of duty. Admiring the young woman's heroism, billionaire Tony Stark personally commissioned a bionic arm to replace Knight's lost limb.

Newly empowered, Knight quit her job with the NYPD and started a private detective agency called Nightwing Restorations. Her adventures as a private investigator have frequently brought her into the orbit of other heroes for hire, particularly Colleen Wing, Luke Cage and her longtime flame Danny Rand (Iron Fist).

### PERSONALITY

Although charming and coolheaded, Knight's steadfast belief in the righteousness of the law sometimes leads her astray. She has little patience for those she believes to be criminals—and perhaps too much patience for those who claim to support the law. On more than one occasion, she's hung up the title of P.I. to return to a career as a law enforcement officer.

## POWERS

### BASIC

- Mighty 2

### ELEMENTAL CONTROL (ENERGY)

- Elemental Blast
- Elemental Burst

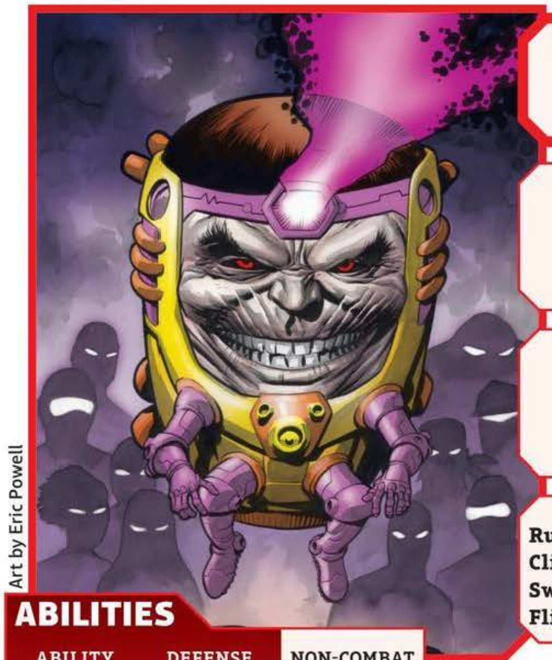
### MARTIAL ARTS

- Attack Stance
- Brace for Impact
- Defense Stance
- Do This All Day

### SUPER-STRENGTH

- Clobber
- Crushing Grip
- Quick Toss
- Smash

# M.O.D.O.K.



Art by Eric Powell

**RANK** 4

**KARMA** —

**HEALTH** 60

**DAMAGE REDUCTION** —

**FOCUS** 120

**DAMAGE REDUCTION** -2

**SPEED**
**Run:** 6
**Climb:** 3
**Swim:** 3
**Flight:** 24

**INITIATIVE MODIFIER** +4

## ABILITIES

| | ABILITY SCORE | DEFENSE SCORE | NON-COMBAT CHECKS |
|---|---|---|---|
| MELEE | 0 | 9 | 0 |
| AGILITY | 2 | 11 | +2 |
| RESILIENCE | 2 | 12 | +2 |
| VIGILANCE | 4 | 14 | +4 |
| EGO | 5 | 15 | +5 |
| LOGIC | 7 | 17 | +9 |

## DAMAGE

| | dMarvel | | MULTIPLIER | | ABILITY |
|---|---|---|---|---|---|
| MELEE | dMarvel | × | 4 | + | 0 |
| AGILITY | dMarvel | × | 4 | + | 2 |
| EGO | dMarvel | × | 4 | + | 5 |
| LOGIC | dMarvel | × | 6 | + | 7 |

## TRAITS & TAGS

### TRAITS
- Big (Reach 2)
- Bloodthirsty
- Eidetic Memory
- Extraordinary Origin
- Inventor
- Scientific Expertise
- Tech Reliance
- Weird

### TAGS
- Backup
- Extreme Appearance
- Hunted
- Lab Access
- Public Identity
- Villainous

## POWERS

### BASIC
- Brilliance 2
- Flight 1
- Uncanny 2

### ELEMENTAL CONTROL (ENERGY)
- Elemental Blast
- Elemental Burst

### TELEKINESIS
- Telekinetic Attack
- Telekinetic Barrier
- Telekinetic Grab
- Telekinetic Manipulation
- Telekinetic Protection 2 (20 points to shatter)
- Telekinetic Sphere

### TELEPATHY
- Command
- Orders
- Telepathic Link

## BIOGRAPHY

**Real Name:** George Tarleton
**Height:** 12' **Weight:** 750 lbs. **Gender:** Male
**Eyes:** White **Hair:** Brown **Size:** Big
**Distinguishing Features:** Massive cranium
**Occupation:** Scientist
**Origin:** High Tech: Battle Suit, Weird Science
**Teams:** A.I.M., Intelligencia
**Base:** Mobile

### HISTORY

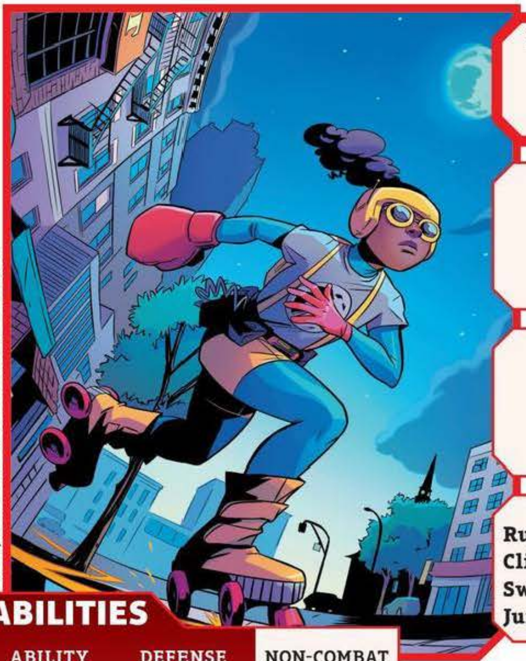
A low-level lab technician at Advanced Idea Mechanics, George Tarleton was forced by his superiors to undergo a dangerous mutagenic experiment so they could create a being intelligent enough to study the newly fashioned Cosmic Cube. To that end, A.I.M. scientists radically enlarged George's head and placed his now-frail body into a weaponized hover chair.

The mutated George immediately turned on and slaughtered his superiors. Dubbing himself M.O.D.O.K. (Mental Organism Designed Only for Killing), Tarleton took control of A.I.M. and set the organization to the task of sowing chaos everywhere.

### PERSONALITY

Although a frequent ally of Hydra and the Red Skull, M.O.D.O.K.'s evil is born more out of madness and egomania than any political agenda. He only really enjoys himself while engaging in or plotting mass murder. On the rare occasions he isn't killing, M.O.D.O.K. wears a perpetual sneer upon his face.

# MOON GIRL



Art by Natacha Bustos & Tamra Bonvillain

**RANK** 2

**KARMA** 2

**HEALTH** 10

**DAMAGE REDUCTION** —

**FOCUS** 60

**DAMAGE REDUCTION** -1

**SPEED**
**Run:** 4
**Climb:** 2
**Swim:** 2
**Jump:** 2

**INITIATIVE MODIFIER** +2

## ABILITIES

| | ABILITY SCORE | DEFENSE SCORE | NON-COMBAT CHECKS |
|---|---|---|---|
| MELEE | 0 | 11 | 0 |
| AGILITY | 1 | 12 | +1 |
| RESILIENCE | 0 | 10 | 0 |
| VIGILANCE | 2 | 12 | +2 |
| EGO | 2 | 12 | +2 |
| LOGIC | 5 | 15 | +8 |

## DAMAGE

| | dMarvel | MULTIPLIER | | ABILITY |
|---|---|---|---|---|
| MELEE | dMarvel × | 2 | + | 0 |
| AGILITY | dMarvel × | 2 | + | 1 |
| EGO | dMarvel × | 2 | + | 2 |
| LOGIC | dMarvel × | 5 | + | 5 |

## TRAITS & TAGS

### TRAITS

- Extra Occupation
- Inventor
- Quick Learner
- Scientific Expertise
- Small
- **Surprising Power:** Brilliance 3

### TAGS

- Heroic
- Inhuman Genes
- Lab Access
- **Mentor:** Devil Dinosaur
- **Obligation:** School
- Public Identity
- Vision Issues
- Young

## POWERS

### BASIC

- Brilliance 3
- Uncanny 1

### TELEPATHY

- Animal Bond (Devil Dinosaur)
- Borrow Senses
- Information Upload
- Telepathic Link

## BIOGRAPHY

**Real Name:** Lunella Louise Lafayette
**Height:** 3'9" **Weight:** 48 lbs. **Gender:** Female
**Eyes:** Brown **Hair:** Black **Size:** Small
**Distinguishing Features:** None
**Occupation:** Scientist, Student
**Origin:** Inhuman
**Teams:** None
**Base:** New York City

### HISTORY

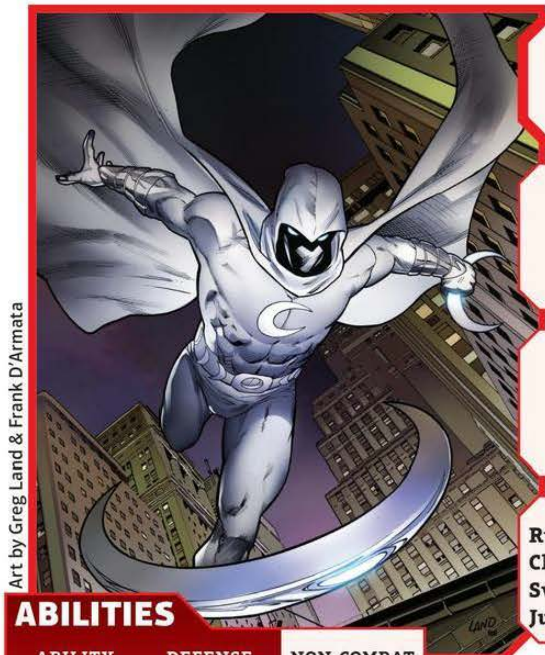
As a hyper-intelligent grade-schooler, Lunella Lafayette faced ridicule from her fellow students and even her teachers, all of whom were unable to comprehend the depths of her brilliance. Her life dragged on in a boring sort of way until the day she accidentally activated a portal to an alternate dimension.

From this portal emerged Devil Dinosaur, a highly intelligent red Tyrannosaurus rex. Lafayette and the dinosaur became fast friends and agreed to adventure together. Determined to explore the universe, Lafayette adopted the alter ego Moon Girl, reclaiming a name once thrown at her by schoolyard bullies.

### PERSONALITY

Lafayette is a fun-loving kid with a strong sense of justice. She loves exploration and experimentation as much as she hates bullies. Lafayette will go far out of her way to stop people from pushing others around. The only bullies she has trouble standing up to are her own.

# MOON KNIGHT



Art by Greg Land & Frank D'Armata

| RANK | KARMA |
|---|---|
| 4 | 4 |

| HEALTH | DAMAGE REDUCTION |
|---|---|
| 90 | — |

| FOCUS | DAMAGE REDUCTION |
|---|---|
| 90 | -1 |

**SPEED**
**Run:** 6
**Climb:** 3
**Swim:** 3
**Jump:** 3

| INITIATIVE MODIFIER |
|---|
| +2E |

## ABILITIES

| | ABILITY SCORE | DEFENSE SCORE | NON-COMBAT CHECKS |
|---|---|---|---|
| MELEE | 4 | 14 | +6 |
| AGILITY | 5 | 15 | +7 |
| RESILIENCE | 3 | 13 | +3 |
| VIGILANCE | 2 | 12 | +2 |
| EGO | 2 | 12 | +2 |
| LOGIC | 4 | 14 | +4 |

## DAMAGE

| | dMarvel | | MULTIPLIER | | ABILITY |
|---|---|---|---|---|---|
| MELEE | dMarvel | × | 6 | + | 4 |
| AGILITY | dMarvel | × | 6 | + | 5 |
| EGO | dMarvel | × | 4 | + | 2 |
| LOGIC | dMarvel | × | 4 | + | 4 |

## TRAITS & TAGS

### TRAITS
- Battle Ready
- Combat Reflexes
- **Connections:** Military
- **Connections:** Police
- Extra Occupation
- Interrogation
- Investigation
- Iron Will
- Piloting
- Situational Awareness

### TAGS
- Heroic
- Poor
- Public Identity
- **Signature Weapon:** Crescent-Darts (knife or thrown knife)
- **Signature Weapon:** Truncheon (club)
- Supernatural

## BIOGRAPHY

**Real Name:** Marc Spector
**Height:** 6'2" **Weight:** 225 lbs. **Gender:** Male
**Eyes:** Brown **Hair:** Brown **Size:** Average
**Distinguishing Features:** None
**Occupation:** Investigator, Military
**Origin:** Mythic
**Teams:** Defenders, Midnight Mission, Midnight Sons
**Base:** New York City

### HISTORY

Brutally beaten by his superiors for attempting to save the life of an innocent young woman, mercenary Marc Spector was left for dead in the Egyptian desert. Unconscious, Spector's spirit was visited by Khonshu, the ancient Egyptian god of the moon, who struck a deal with the dying man. In exchange for entering into the lunar deity's benevolent service, Khonshu saved Spector's life and granted him divine powers. Donning a white costume, Spector declared himself Moon Knight and set out on a quest to make up for his muddled past as a mercenary.

### PERSONALITY

On account of being partially possessed by a god, Spector suffers from a condition similar to dissociative identity disorder. His main alter egos are cabbie Jake Lockley and financier Steven Grant. While Spector is a decent guy who regrets his life as a mercenary and wishes to atone for his actions, he is sometimes motivated—at least partially by Khonshu (or the version of Khonshu in his head)—to use extreme methods as Moon Knight.

## POWERS

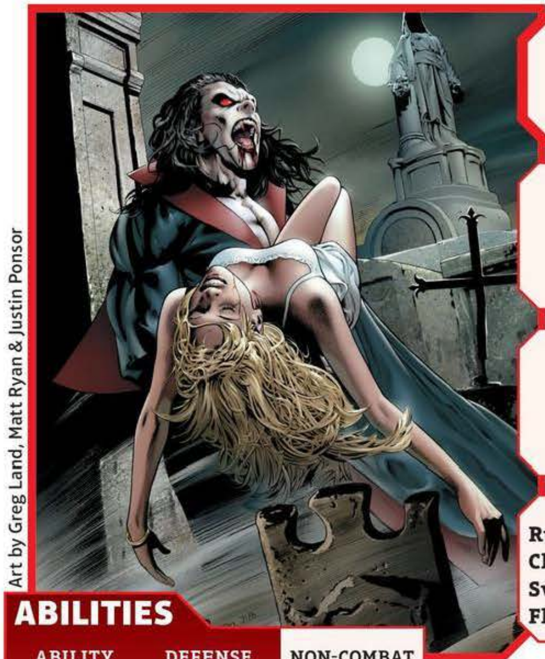
### BASIC
- Accuracy 2
- Mighty 2
- Slow-Motion Dodge
- Uncanny 1

### MARTIAL ARTS
- Attack Stance
- Chain Strikes
- Fast Strikes

### MELEE WEAPONS (BLUNT)
- Exploit
- Fast Attacks
- Vicious Attack
- Whirling Frenzy

### RANGED WEAPONS
- Double Tap
- Slow-Motion Shoot-Dodge
- Snap Shooting
- Weapons Blazing

# MORBIUS



Art by Greg Land, Matt Ryan & Justin Ponsor

| RANK | KARMA |
|---|---|
| 3 | — |

| HEALTH | DAMAGE REDUCTION |
|---|---|
| 90 | -2 |

| FOCUS | DAMAGE REDUCTION |
|---|---|
| 30 | — |

**SPEED**

**Run:** 5
**Climb:** 3
**Swim:** 3
**Flight:** 15

**INITIATIVE MODIFIER** +1

## ABILITIES

| | ABILITY SCORE | DEFENSE SCORE | NON-COMBAT CHECKS |
|---|---|---|---|
| MELEE | 4 | 14 | +5 |
| AGILITY | 3 | 13 | +3 |
| RESILIENCE | 3 | 13 | +3 |
| VIGILANCE | 1 | 11 | +1 |
| EGO | 1 | 11 | +1 |
| LOGIC | 3 | 13 | +4 |

## DAMAGE

| | dMarvel | MULTIPLIER | | ABILITY |
|---|---|---|---|---|
| MELEE | MARVEL × | 4 | + | 4 |
| AGILITY | MARVEL × | 3 | + | 4 |
| EGO | MARVEL × | 3 | + | 1 |
| LOGIC | MARVEL × | 4 | + | 3 |

## TRAITS & TAGS

### TRAITS

- Bloodthirsty
- Monster
- Scientific Expertise
- Weird

### TAGS

- Extreme Appearance
- Hunted
- Lab Access
- Public Identity

## BIOGRAPHY

**Real Name:** Michael Morbius
**Height:** 5'10" **Weight:** 170 lbs. **Gender:** Male
**Eyes:** Red **Hair:** Black **Size:** Average
**Distinguishing Features:** Pale skin, fangs, retractable claws
**Occupation:** Scientist
**Origin:** Weird Science
**Teams:** Midnight Sons, Legion of Monsters
**Base:** Mobile

### HISTORY

In a desperate bid to save himself from a terminal blood condition, Dr. Michael Morbius subjected himself to an experimental treatment using vampire bat DNA. The treatment saved Morbius' life but transformed him into a hideous vampire. Horrified by his insatiable lust for blood, Morbius attempted to throw himself into the sea only to discover that his new form was seemingly unkillable. Forced to live, Morbius embarked on a blood-fueled rampage across New York.

In the years since, Morbius has found temporary cures for his condition, but he lives in constant fear of reverting into a bloodsucking monster.

### PERSONALITY

Highly eloquent and intelligent, Morbius still cares for those he left behind in his human life. In his more lucid moments, he does his best to redirect his feeding instincts toward violent criminals, particularly those who would do his loved ones harm.

## POWERS

### BASIC

- Brilliance 1
- Flight 1
- Healing Factor
- Mighty 1
- Sturdy 2

### MAGIC

- Leech Life

### SUPER-STRENGTH

- Clobber
- Crushing Grip
- Quick Toss

### TELEPATHY

- Command
- Telepathic Link

# MS. MARVEL (KAMALA KHAN)

Art by Valerio Schiti & Rachelle Rosenberg

| RANK | KARMA |
|---|---|
| 3 | 3 |

| HEALTH | DAMAGE REDUCTION |
|---|---|
| 120 | -2 |

| FOCUS | DAMAGE REDUCTION |
|---|---|
| 30 | — |

**SPEED**

**Run:** 10
**Climb:** 6
**Swim:** 5
**Jump:** 5

**INITIATIVE MODIFIER** +1

## ABILITIES

| | ABILITY SCORE | DEFENSE SCORE | NON-COMBAT CHECKS |
|---|---|---|---|
| MELEE | 2 | 12 | +2 |
| AGILITY | 4 | 14 | +4 |
| RESILIENCE | 4 | 14 | +4 |
| VIGILANCE | 1 | 11 | +1 |
| EGO | 3 | 13 | +3 |
| LOGIC | 1 | 11 | +1 |

## DAMAGE

| | dMarvel | | MULTIPLIER | | ABILITY |
|---|---|---|---|---|---|
| MELEE | dMarvel | × | 3 | + | 2 |
| AGILITY | dMarvel | × | 3 | + | 4 |
| EGO | dMarvel | × | 3 | + | 3 |
| LOGIC | dMarvel | × | 3 | + | 1 |

## BIOGRAPHY

**Real Name:** Kamala Khan
**Height:** 5'4" **Weight:** 125 lbs. **Gender:** Female
**Eyes:** Brown **Hair:** Brown **Size:** Average
**Distinguishing Features:** None
**Occupation:** Student
**Origin:** Inhuman
**Teams:** Champions, Protectors
**Base:** Jersey City

### HISTORY

From a young age, Kamala Khan idolized Captain Marvel (Carol Danvers), who exemplified a sort of uncomplicated femininity missing from Khan's own life as the teenage daughter of Pakistani immigrants. One night, while sneaking out of her parents' house to go to a party, Khan was exposed to a mysterious cloud of Terrigen Mist that activated the Inhuman DNA lurking in her system, giving her the power to grow, shrink and morph into whatever shape or appearance she pleased.

Donning a costume of her own, Khan adopted Carol Danvers' former alias and became the new Ms. Marvel. In short order, she met her idol Carol and even joined the Avengers, but she later left them to form the new teenage Champions.

### PERSONALITY

Khan is a lovable and friendly nerd and a natural leader. She's also a teenager still trying to figure out the specifics of who she is, but she's gradually becoming more confident in herself and her identity.

## TRAITS & TAGS

### TRAITS

- Determination
- Glibness
- Honest
- Quick Learner

### TAGS

- Heroic
- Inhuman Genes
- **Mentor:** Captain Marvel (Carol Danvers)
- **Obligation:** School
- Secret Identity
- Young

## POWERS

### BASIC

- Disguise

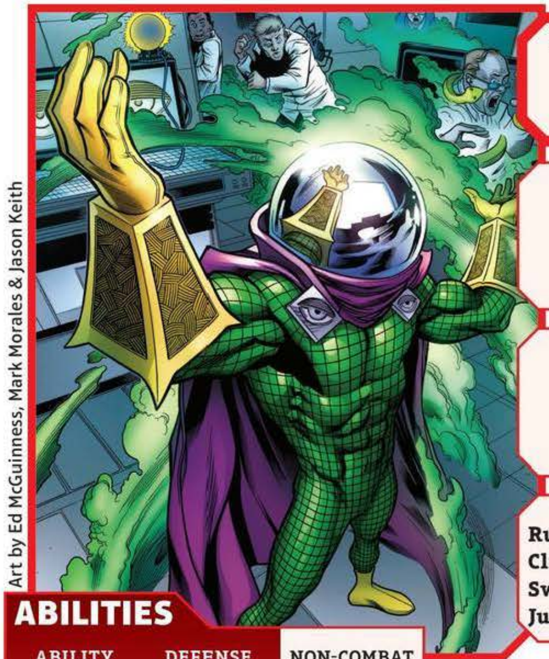
### PLASTICITY

- Bounce Back
- Extended Reach 2
- Flexible Bones 2
- Reverse Punch
- Slip Free
- Stilt Steps

### RESIZE

- Grow 2
- Shrink 2

## MYSTERIO (QUENTIN BECK)



Art by Ed McGuinness, Mark Morales & Jason Keith

| RANK | KARMA |
|---|---|
| 2 | — |

| HEALTH | DAMAGE REDUCTION |
|---|---|
| 30 | — |

| FOCUS | DAMAGE REDUCTION |
|---|---|
| 60 | — |

**SPEED**
**Run:** 5
**Climb:** 3
**Swim:** 3
**Jump:** 3

| INITIATIVE MODIFIER |
|---|
| +2 |

### ABILITIES

| | ABILITY SCORE | DEFENSE SCORE | NON-COMBAT CHECKS |
|---|---|---|---|
| MELEE | 0 | 10 | 0 |
| AGILITY | 0 | 10 | 0 |
| RESILIENCE | 1 | 11 | +1 |
| VIGILANCE | 2 | 11 | +2 |
| EGO | 5 | 15 | +6 |
| LOGIC | 2 | 12 | +2 |

### DAMAGE

| | dMarvel | MULTIPLIER | | ABILITY |
|---|---|---|---|---|
| MELEE | MARVEL × | 2 | + | 0 |
| AGILITY | MARVEL × | 2 | + | 0 |
| EGO | MARVEL × | 3 | + | 5 |
| LOGIC | MARVEL × | 2 | + | 2 |

### TRAITS & TAGS

**TRAITS**
- **Connections:** Super Villains
- Famous
- Inventor
- Presence
- Public Speaking
- Surprising Power (2) (Grand Illusion, Mirror Images)
- Tech Reliance

**TAGS**
- Black Market Access
- Public Identity
- Villainous

### POWERS

**BASIC**
- Discipline 1

**ILLUSION**
- Animated Illusion
- Dazzle
- Grand Illusion
- Illumination
- Mirror Images
- Static Illusion

### BIOGRAPHY

**Real Name:** Quentin Beck
**Height:** 5'11" **Weight:** 175 lbs. **Gender:** Male
**Eyes:** Blue **Hair:** Black **Size:** Average
**Distinguishing Features:** None
**Occupation:** Entertainer
**Origin:** High Tech
**Teams:** Sinister Six
**Base:** New York City

#### HISTORY

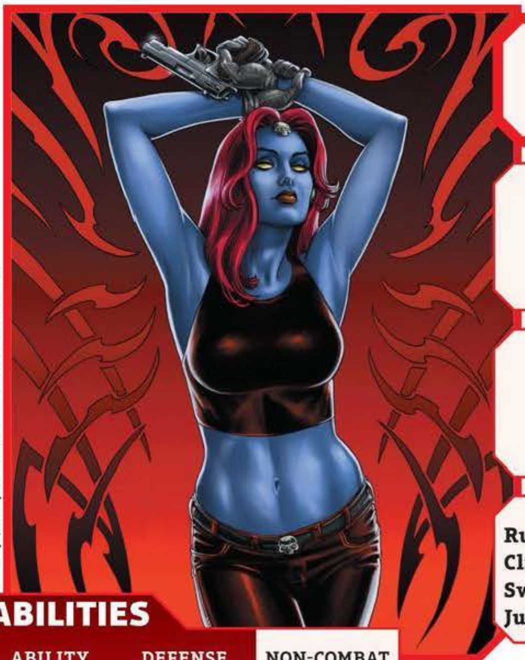
A special effects designer of extraordinary skill, Quentin Beck grew frustrated with the lack of recognition he received from the public. Feeling that his expertise could be put to more profitable uses, he assumed the title of Mysterio, master illusionist, and began a life of crime.

Unfortunately, all of Mysterio's earliest schemes were foiled by Spider-Man (Peter Parker), and his plans gradually became less about profit and more about revenge. He has appeared to have been killed numerous times—and others have sometimes temporarily taken his place—but he has always managed to return from the grave.

#### PERSONALITY

Mysterio has an undying flair for the theatrical. Rather than attacking his enemies directly, he prefers to trick them into hurting themselves, or otherwise gaslight them into insanity. Years of media coverage have only heightened his delusions of grandeur. He might be persuaded to give up crime if he could be assured that he would still be famous.

# MYSTIQUE


Art by Joseph Michael Linsner & Studio F

| RANK | KARMA |
|---|---|
| 3 | — |

| HEALTH | DAMAGE REDUCTION |
|---|---|
| 60 | — |

| FOCUS | DAMAGE REDUCTION |
|---|---|
| 90 | -1 |

| SPEED | INITIATIVE MODIFIER |
|---|---|
| **Run:** 5<br>**Climb:** 3<br>**Swim:** 3<br>**Jump:** 3 | +3 |

## ABILITIES

| | ABILITY SCORE | DEFENSE SCORE | NON-COMBAT CHECKS |
|---|---|---|---|
| MELEE | 4 | 14 | +5 |
| AGILITY | 2 | 12 | +3 |
| RESILIENCE | 2 | 12 | +2 |
| VIGILANCE | 3 | 13 | +3 |
| EGO | 4 | 14 | +4 |
| LOGIC | 1 | 11 | +1 |

## DAMAGE

| | dMarvel | MULTIPLIER | | ABILITY |
|---|---|---|---|---|
| MELEE | dMarvel × | 4 | + | 4 |
| AGILITY | dMarvel × | 4 | + | 2 |
| EGO | dMarvel × | 3 | + | 4 |
| LOGIC | dMarvel × | 3 | + | 1 |

## TRAITS & TAGS

### Traits

- Beguiling
- Combat Expert
- **Connections:** Espionage
- Leverage
- Presence

### Tags

- Black Market Access
- Extreme Appearance (in true form)
- Hounded
- Krakoan
- **Linguist:** Czech, English, Farsi, French, German, Korean, Portuguese, Spanish, Swedish
- X-Gene

## POWERS

### Basic

- Accuracy 1
- Disguise
- Healing Factor
- Mighty 1
- Slow-Motion Dodge
- Uncanny 1

### Martial Arts

- Attack Stance
- Counterstrike Technique
- Defense Stance
- Fast Strikes

### Ranged Weapons

- Double Tap
- Snap Shooting

## BIOGRAPHY

**Real Name:** Raven Darkhölme
**Height:** 5'10" **Weight:** 120 lbs. **Gender:** Female
**Eyes:** Varies **Hair:** Varies **Size:** Average
**Distinguishing Features:** Her true form has blue skin and yellow eyes
**Occupation:** Spy
**Origin:** Mutant
**Teams:** Brotherhood of Evil Mutants, Hellfire Club, X-Men
**Base:** Krakoa

### History

No one, save perhaps Raven Darkhölme herself, knows the true origins of Mystique. She has existed in some form or another for well over a hundred years. Before the turn of the previous century, she worked extensively with the precognitive mutant Irene Adler, who later became Destiny—and her wife.

In modern times, Mystique first surfaced as a minor member of the Brotherhood of Evil Mutants, but circumstances quickly forced her to switch sides and join the X-Men. In the years since, she's regularly flip-flopped, sometimes working as a hero and other times as a villain. Her shape-shifting powers make her a perfect spy or double agent.

### Personality

Mystique's abnormally long life has granted her a world-weary coolheadedness her younger teammates could never achieve. Unfortunately, her jaded instincts frequently drive her down the path to villainy. She is happy to ignore ethics if she believes that doing so is for the betterment of mutants.

# NEBULA

Art by Jen Bartel

| RANK | KARMA |
|---|---|
| 4 | — |

| HEALTH | DAMAGE REDUCTION |
|---|---|
| 120 | -2 |

| FOCUS | DAMAGE REDUCTION |
|---|---|
| 120 | — |

**SPEED**

**Run:** 6
**Climb:** 3
**Swim:** 3
**Jump:** 3

| INITIATIVE MODIFIER |
|---|
| +3 |

## ABILITIES

| | ABILITY SCORE | DEFENSE SCORE | NON-COMBAT CHECKS |
|---|---|---|---|
| MELEE | 6 | 16 | +8 |
| AGILITY | 5 | 15 | +7 |
| RESILIENCE | 4 | 14 | +4 |
| VIGILANCE | 3 | 13 | +3 |
| EGO | 1 | 11 | +1 |
| LOGIC | 1 | 11 | +1 |

## DAMAGE

| | dMarvel | | MULTIPLIER | | ABILITY |
|---|---|---|---|---|---|
| MELEE | | × | 6 | + | 6 |
| AGILITY | | × | 6 | + | 5 |
| EGO | | × | 4 | + | 1 |
| LOGIC | | × | 4 | + | 1 |

## BIOGRAPHY

**Real Name:** Nebula
**Height:** 6'1" **Weight:** 185 lbs. **Gender:** Female
**Eyes:** Blue **Hair:** Bald **Size:** Average
**Distinguishing Features:** Blue and purple skin, cyborg
**Occupation:** Adventurer
**Origin:** Alien
**Teams:** Graces
**Base:** Mobile

### HISTORY

As the daughter of Zorr the Conqueror (a Luphomoid warlord) and the granddaughter of Thanos, Nebula was always destined for battle. Thanos raised her alongside her adopted sister, Gamora, who was clearly Thanos' favorite. When she set out on her own as a conqueror, she destroyed the planet Xandar, home of the Nova Corps. She later thwarted Thanos' plan to kill all living creatures in the universe, but she suffered such horrible injuries that much of her body had to be replaced with cybernetics. This includes a cybernetic eye and a cybernetic arm that fires energy bursts.

Nebula's hatred for Gamora knows few bounds. Given the chance, she would kill her sister in a heartbeat, and she has tried to do so many times. So far, she hasn't managed to succeed, but their rivalry seems doomed to end in one of their deaths.

### PERSONALITY

Nebula is cold-hearted, manipulative and murderous. She has no qualms about destroying entire planets to get what she wants, but she also knows that most things require a more delicate touch. She can be as brutal with her words as she is with her weapons.

## TRAITS & TAGS

### TRAITS

- Abrasive
- Battle Ready
- **Connections:** Super Heroes
- Fearless
- Iron Will
- Tech Reliance

### TAGS

- Alien Heritage
- Black Market Access
- Extreme Appearance

## POWERS

### BASIC

- Accuracy 2
- Environmental Protection
- Heightened Senses 1
- Inspiration
- Mighty 2
- Sturdy 2

### ELEMENTAL CONTROL (ENERGY)

- Elemental Burst

### MARTIAL ARTS

- Attack Stance
- Counterstrike Technique
- Untouchable Position

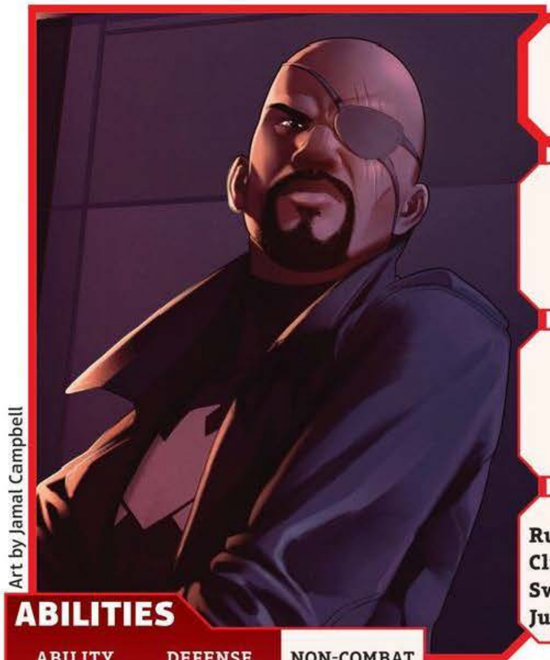
### RANGED WEAPONS

- Sniping

### TACTICS

- Battle Plan
- Focus Fire
- Keep Moving

# NICK FURY JR.



Art by Jamal Campbell

| | |
|---|---|
| **RANK** | 2 |
| **KARMA** | 2 |
| **HEALTH** | 60 |
| **DAMAGE REDUCTION** | — |
| **FOCUS** | 60 |
| **DAMAGE REDUCTION** | — |
| **INITIATIVE MODIFIER** | +2 |

**SPEED**
**Run:** 5
**Climb:** 3
**Swim:** 3
**Jump:** 3

## ABILITIES

| | ABILITY SCORE | DEFENSE SCORE | NON-COMBAT CHECKS |
|---|---|---|---|
| MELEE | 2 | 12 | +2 |
| AGILITY | 3 | 13 | +4 |
| RESILIENCE | 2 | 12 | +2 |
| VIGILANCE | 2 | 12 | +2 |
| EGO | 1 | 11 | +1 |
| LOGIC | 0 | 10 | 0 |

## DAMAGE

| | dMarvel | × MULTIPLIER | + ABILITY |
|---|---|---|---|
| MELEE | dMarvel | × 2 | + 2 |
| AGILITY | dMarvel | × 3 | + 3 |
| EGO | dMarvel | × 2 | + 1 |
| LOGIC | dMarvel | × 2 | + 0 |

## BIOGRAPHY

**Real Name:** Nicholas Joseph "Nick" Fury Jr.
**Height:** 6'3" **Weight:** 225 lbs. **Gender:** Male
**Eyes:** Brown **Hair:** Bald **Size:** Average
**Distinguishing Features:** Eyepatch covers a lost left eye
**Occupation:** Law Enforcer
**Origin:** Special Training
**Teams:** C.I.A., S.H.I.E.L.D.
**Base:** Mobile

### HISTORY

Born of a secret love affair between spies Nick Fury and Nia Jones, Marcus Johnson spent his youth not knowing who his father was. Imbued from birth with strength and vitality beyond the human norm, Johnson made a name for himself as an elite soldier. In time, heinous villains discovered Johnson's parentage and began targeting him for the Infinity Formula lurking in his blood, but with the help of S.H.I.E.L.D. operatives—including his own father—Johnson fought off his pursuers.

Adopting the name of Nick Fury Jr., he followed in his heroic father's footsteps and became an agent of S.H.I.E.L.D. With the dissolution of that organization, he retreated to the shadows, where he works to save humanity as a freelance spy, an agent of nothing.

### PERSONALITY

Years of combat have molded Nick Fury Jr. into a steel-headed, no-nonsense operator. However, he is not above cracking a joke or two while on the job.

## TRAITS & TAGS

### TRAITS

- Combat Expert
- Determination
- Interrogation
- Investigation
- Presence

### TAGS

- Authority
- Backup
- Heroic
- Public Identity

## POWERS

### BASIC

- Accuracy 1
- Inspiration

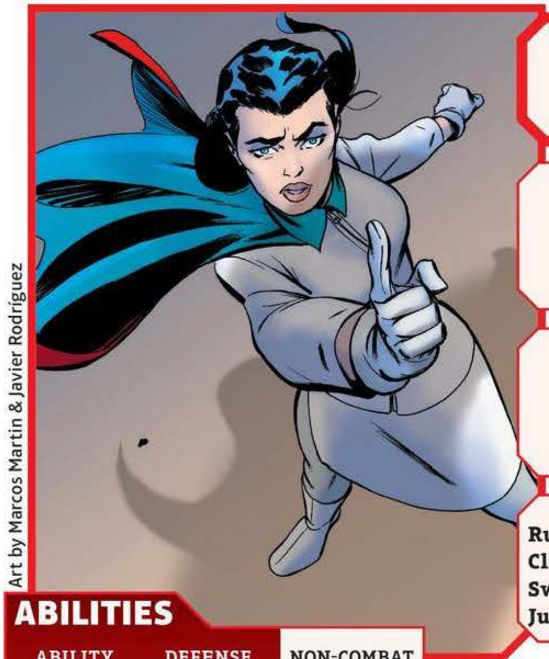
### RANGED WEAPONS

- Double Tap
- Snap Shooting
- Sniping
- Weapons Blazing

### TACTICS

- Change of Plans
- Keep Moving

## NIGHT NURSE



Art by Marcos Martin & Javier Rodríguez

| RANK | KARMA |
|---|---|
| 1 | 1 |

| HEALTH | DAMAGE REDUCTION |
|---|---|
| 30 | — |

| FOCUS | DAMAGE REDUCTION |
|---|---|
| 30 | — |

| SPEED | INITIATIVE MODIFIER |
|---|---|
| **Run:** 5<br>**Climb:** 3<br>**Swim:** 3<br>**Jump:** 3 | +1 |

### ABILITIES

| | ABILITY SCORE | DEFENSE SCORE | NON-COMBAT CHECKS |
|---|---|---|---|
| MELEE | 0 | 10 | 0 |
| AGILITY | 1 | 11 | +1 |
| RESILIENCE | 1 | 11 | +1 |
| VIGILANCE | 1 | 11 | +1 |
| EGO | 0 | 13 | 0 |
| LOGIC | 3 | 13 | +3 |

### DAMAGE

| | dMarvel | MULTIPLIER | | ABILITY |
|---|---|---|---|---|
| MELEE | dMarvel × | 1 | + | 0 |
| AGILITY | dMarvel × | 1 | + | 1 |
| EGO | dMarvel × | 1 | + | 0 |
| LOGIC | dMarvel × | 1 | + | 3 |

### TRAITS & TAGS

**TRAITS**

- Clinician
- **Connections:** Super Heroes
- Determination
- First Aid

**TAGS**

- Heroic
- Lab Access
- Secret Identity

### POWERS

**BASIC**

- **Iconic Weapon:** Iron Man's gloves (Elemental Burst: Energy)
- Inspiration
- Integrity

### BIOGRAPHY

**Real Name:** Linda Carter
**Height:** 5'9" **Weight:** 135 lbs. **Gender:** Female
**Eyes:** Brown **Hair:** Black **Size:** Average
**Distinguishing Features:** None
**Occupation:** Health Care Worker
**Origin:** Special Training
**Teams:** None
**Base:** New York City

**HISTORY**

After being rescued by a costumed super hero, registered nurse Linda Carter decided to dedicate her medical talents to treating heroes who wished to keep their identities secret. To do so, she took on a secret identity of her own, calling herself the Night Nurse. She has helped numerous heroes over the years, including Captain America (Steve Rogers), Daredevil (Matt Murdock), Firestar, Iron Fist (Danny Rand), Luke Cage and Spider-Man (Peter Parker). She even dated Doctor Strange and Hawkeye (Clint Barton) in the past.

In an effort to be more effective in her relatively unique position, Carter went back to school and obtained her medical degree to become a general practitioner. Despite that, she continues to use the codename Night Nurse. Her original clinic burned down, but she reopened in Chinatown.

**PERSONALITY**

Carter is a dedicated doctor who cares deeply for her patients. She knows that she may be the only recourse many of them have for getting actual medical treatment without blowing their secret identities. Because this requires a deep level of trust, she takes their privacy as seriously as she takes her Hippocratic Oath.

# NIGHTCRAWLER

Art by Greg Land

| RANK | KARMA |
|---|---|
| 3 | 3 |

| HEALTH | DAMAGE REDUCTION |
|---|---|
| 60 | — |

| FOCUS | DAMAGE REDUCTION |
|---|---|
| 60 | — |

**SPEED**
**Run:** 6
**Climb:** 3
**Swim:** 3
**Jump:** 3

**INITIATIVE MODIFIER** +2

## BIOGRAPHY

**Real Name:** Kurt Wagner
**Height:** 5'9" **Weight:** 161 lbs. **Gender:** Male
**Eyes:** Yellow **Hair:** Blue **Size:** Average
**Distinguishing Features:** Mutant with demonic appearance
**Occupation:** Entertainer
**Origin:** Mutant
**Teams:** X-Men
**Base:** Krakoa

### HISTORY

Abandoned in the Alps by his mutant parents, the future Nightcrawler was adopted by traveling Romani performers. His incredible agility and bizarre appearance made him a star circus performer. Sadly, this life did not last. He was on the verge of being burned at the stake by an angry mob when psychic Professor X intervened and saved his life.

The grateful Nightcrawler agreed to become a part of the X-Men, and he's been a hero to the mutant community ever since. He was one of the first to join the new mutant government in Krakoa.

### PERSONALITY

Kurt Wagner numbers among the kindest and most heroic people ever to join the X-Men. Despite having long left the circus behind, he's never lost his carnie spirit and fights his battles with a smile on his face. A highly religious man, Nightcrawler acts as a spiritual and moral guide to his fellow mutants.

## ABILITIES

| | ABILITY SCORE | DEFENSE SCORE | NON-COMBAT CHECKS |
|---|---|---|---|
| MELEE | 2 | 12 | +2 |
| AGILITY | 5 | 15 | +5 |
| RESILIENCE | 2 | 12 | +2 |
| VIGILANCE | 2 | 12 | +2 |
| EGO | 3 | 13 | +3 |
| LOGIC | 1 | 11 | +1 |

## DAMAGE

| | dMarvel | | MULTIPLIER | | ABILITY |
|---|---|---|---|---|---|
| MELEE | dMarvel | × | 3 | + | 2 |
| AGILITY | dMarvel | × | 3 | + | 5 |
| EGO | dMarvel | × | 3 | + | 3 |
| LOGIC | dMarvel | × | 3 | + | 1 |

## TRAITS & TAGS

### TRAITS

- Combat Reflexes
- Famous
- Glibness
- Presence
- Public Speaking
- Sneaky

### TAGS

- Extreme Appearance
- Heroic
- Hounded
- Krakoan
- **Linguist:** English, German, Japanese, Russian, Spanish
- Public Identity
- X-Gene

## POWERS

### MARTIAL ARTS

- Always Ready
- Banging Heads
- Chain Strikes
- Do This All Day
- Fast Strikes
- Grappling Technique
- Flying Double Kick
- Leg Sweep

### TELEPORTATION

- Blink
- Blink Barrage
- Blink Defense
- Teleport 1
- Teleport Object

# OKOYE

Art by Terry Dodson & Rachel Dodson

| | |
|---|---|
| **RANK** | 2 |
| **KARMA** | 2 |
| **HEALTH** | 60 |
| **DAMAGE REDUCTION** | -2 |
| **FOCUS** | 60 |
| **DAMAGE REDUCTION** | — |
| **INITIATIVE MODIFIER** | +1E |

**SPEED**

**Run:** 5

**Climb:** 3

**Swim:** 3

**Jump:** 3

## ABILITIES

| | ABILITY SCORE | DEFENSE SCORE | NON-COMBAT CHECKS |
|---|---|---|---|
| MELEE | 4 | 14 | +4 |
| AGILITY | 1 | 11 | +1 |
| RESILIENCE | 2 | 12 | +2 |
| VIGILANCE | 1 | 11 | +1 |
| EGO | 1 | 11 | +2 |
| LOGIC | 1 | 11 | +1 |

## DAMAGE

| | dMarvel | × MULTIPLIER | + ABILITY |
|---|---|---|---|
| MELEE | dMarvel | × 2 | + 4 |
| AGILITY | dMarvel | × 2 | + 1 |
| EGO | dMarvel | × 3 | + 1 |
| LOGIC | dMarvel | × 2 | + 1 |

## TRAITS & TAGS

### TRAITS

- Battle Ready
- **Connections:** Military (Dora Milaje)
- Determination
- Extraordinary Origin
- Presence
- Situational Awareness
- Tech Reliance

### TAGS

- Backup (Dora Milaje)
- Heroic
- Public Identity

## BIOGRAPHY

**Real Name:** Okoye

**Height:** 5'7" **Weight:** 110 lbs. **Gender:** Female

**Eyes:** Brown **Hair:** Bald **Size:** Average

**Distinguishing Features:** Wakandan tribal tattoos

**Occupation:** Military

**Origin:** Special Training, High Tech

**Teams:** Dora Milaje

**Base:** Wakanda

### HISTORY

Renowned for her capabilities as a warrior, Okoye was personally selected by the Black Panther (T'Challa) to be the head of his personal guard: the Dora Milaje. There is no one among the Dora Milaje who the Panther trusts more than Okoye. She assists him in nearly all of his heroic exploits, and she has personally put down rebellions against his government.

Due to her skills and her loyalty, Okoye helped found and became the director of the Agents of Wakanda, a team of heroes organized to support the Avengers during the Black Panther's time as their leader.

### PERSONALITY

As a seasoned warrior, Okoye isn't the type for small talk. As a bodyguard, she spends much of her time silently standing behind the Panther, looking intimidating. When battle inevitably breaks out, she focuses on communicating her orders clearly and effectively. She's not above a rare bit of humor, but her jokes tend to be on the dry side.

## POWERS

### BASIC

- Discipline 1
- Inspiration
- Sturdy 2

### MELEE WEAPONS (SHARP)

- Exploit
- Fast Attacks
- Vicious Attack

### TACTICS

- Keep Moving

# PHOTON (MONICA RAMBEAU)

Art by Lucas Werneck

| RANK | KARMA |
|---|---|
| 5 | 5 |

| HEALTH | DAMAGE REDUCTION |
|---|---|
| 120 | — |

| FOCUS | DAMAGE REDUCTION |
|---|---|
| 150 | — |

**SPEED**

**Run:** 6
**Climb:** 3
**Swim:** 3
**Flight:** 30

**INITIATIVE MODIFIER** +4

## ABILITIES

| | ABILITY SCORE | DEFENSE SCORE | NON-COMBAT CHECKS |
|---|---|---|---|
| MELEE | 7 | 17 | +10 |
| AGILITY | 5 | 15 | +9 |
| RESILIENCE | 4 | 14 | +4 |
| VIGILANCE | 4 | 14 | +4 |
| EGO | 4 | 14 | +4 |
| LOGIC | 1 | 11 | +1 |

## DAMAGE

| | dMarvel | MULTIPLIER | | ABILITY |
|---|---|---|---|---|
| MELEE | × | 8 | + | 7 |
| AGILITY | × | 9 | + | 5 |
| EGO | × | 5 | + | 4 |
| LOGIC | × | 5 | + | 1 |

## TRAITS & TAGS

### TRAITS

- Battle Ready
- Combat Expert
- Enduring Constitution
- Fearless
- Interrogation
- Investigation
- Piloting
- Weird

### TAGS

- Authority
- Backup
- Heroic
- Public Identity

## BIOGRAPHY

**Real Name:** Monica Rambeau
**Height:** 5'10" **Weight:** 130 lbs. **Gender:** Female
**Eyes:** Brown **Hair:** Black **Size:** Average
**Distinguishing Features:** None
**Occupation:** Law Enforcer
**Origin:** Weird Science
**Teams:** Avengers, Thunderbolts, Ultimates
**Base:** Mobile

### HISTORY

Monica Rambeau was a lieutenant with the New Orleans Harbor Patrol when she stumbled upon an experimental energy weapon hidden aboard a Roxxon oil rig. In the process of destroying the weapon, her body was bathed in extradimensional energy, giving her the power to transform her body into powerful forms of electromagnetic radiation. Embracing her new abilities, Rambeau quit her job and became the new Captain Marvel. She's since gone by a number of aliases, including Photon, Pulsar and Spectrum, but she's recently returned to Photon.

Rambeau has often been a part of the Avengers and has even led the team. Her powers and her leadership skills put her in high demand.

### PERSONALITY

Although generally agreeable, Rambeau has a short fuse when it comes to people messing with her. She knows her abilities make her one of the most powerful people in the universe, and she expects to be treated as such. She does not suffer condescension or discrimination from anyone.

## POWERS

### BASIC

- Accuracy 4
- Disguise
- Energy Absorption
- Environmental Protection
- Flight 2
- Mighty 3

### ELEMENTAL CONTROL (ENERGY)

- Elemental Barrier
- Elemental Blast
- Elemental Burst
- Elemental Form
- Elemental Protection 3 (30 points to shatter)
- Elemental Reinforcement

### RESIZE

- Grow 2
- Shrink 1

# PROFESSOR X (CHARLES XAVIER)

Art by Pepe Larraz, Marte Gracia & David Curiel

**RANK** 6

**KARMA** 6

**HEALTH** 60

**DAMAGE REDUCTION** —

**FOCUS** 300

**DAMAGE REDUCTION** -3

**SPEED**
**Run:** 5
**Climb:** 3
**Swim:** 3
**Jump:** 3

**INITIATIVE MODIFIER** +9

## ABILITIES

| ABILITY SCORE | | DEFENSE SCORE | NON-COMBAT CHECKS |
|---|---|---|---|
| 0 | MELEE | 10 | 0 |
| 1 | AGILITY | 11 | +1 |
| 2 | RESILIENCE | 12 | +2 |
| 9 | VIGILANCE | 19 | +9 |
| 9 | EGO | 19 | +9 |
| 9 | LOGIC | 19 | +13 |

## DAMAGE

| | dMarvel | MULTIPLIER | | ABILITY |
|---|---|---|---|---|
| MELEE | dMarvel | × 6 | + | 0 |
| AGILITY | dMarvel | × 6 | + | 1 |
| EGO | dMarvel | × 6 | + | 9 |
| LOGIC | dMarvel | × 10 | + | 9 |

## BIOGRAPHY

**Real Name:** Charles Francis Xavier
**Height:** 6' **Weight:** 190 lbs. **Gender:** Male
**Eyes:** Blue **Hair:** Bald **Size:** Average
**Distinguishing Features:** None
**Occupation:** Educator
**Origin:** Mutant
**Teams:** X-Men
**Base:** Krakoa

### HISTORY

As a mutant, Charles Xavier was gifted with powerful psychic abilities. Although he hid his own status as a mutant in his youth, Xavier decided to become an activist for mutant rights. He turned his old family mansion into a School for Gifted Youngsters and began recruiting young mutants across the globe.

It was within this school that Xavier founded the X-Men, a team of mutant heroes dedicated to showing the world just how helpful mutants can be. He later went on to expand the school and the number of mutant hero teams. He recently helped found a mutant homeland on the living island of Krakoa.

### PERSONALITY

Xavier's greatest flaw is paternalism. He has the well-earned right to feel pride for his accomplishments, but his belief that he knows best leads him to occasionally make decisions for other people rather than leaving them to their own devices.

## TRAITS & TAGS

### TRAITS

- Abrasive
- Battle Ready
- **Connections:** Community
- Famous
- Font of Information
- Inventor
- Iron Will
- Presence
- Scientific Expertise

### TAGS

- Backup
- Heroic
- Hounded
- Krakoan
- Lab Access
- Public Identity
- X-Gene

## POWERS

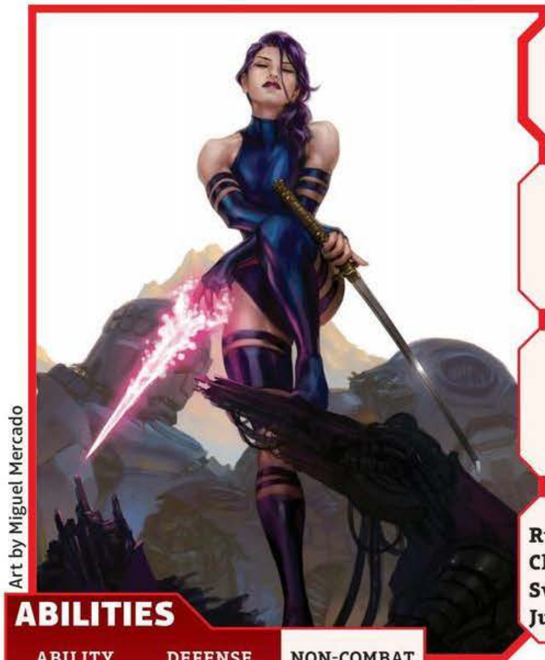
### BASIC

- Brilliance 4
- Uncanny 3

### TELEPATHY

- Astral Form
- Borrow Senses
- Cloak
- Cloak Group
- Command
- Domination
- Edit Memory
- ESP
- Fool
- Grand Fool
- Grand Mirage
- Information Upload
- Memory Blip
- Mental Shelter
- Mind Interrogation
- Mind Reading
- Mirage
- Orders
- Telepathic Blast
- Telepathic Link
- Telepathic Network
- Telepathic Possession

# PSYLOCKE (KWANNON)


Art by Miguel Mercado

| RANK | KARMA |
|---|---|
| 3 | — |

| HEALTH | DAMAGE REDUCTION |
|---|---|
| 60 | — |

| FOCUS | DAMAGE REDUCTION |
|---|---|
| 60 | — |

**SPEED**
**Run:** 5
**Climb:** 3
**Swim:** 3
**Jump:** 3

**INITIATIVE MODIFIER** +2E

## ABILITIES

| | ABILITY SCORE | DEFENSE SCORE | NON-COMBAT CHECKS |
|---|---|---|---|
| MELEE | 3 | 13 | +3 |
| AGILITY | 3 | 13 | +3 |
| RESILIENCE | 2 | 12 | +2 |
| VIGILANCE | 2 | 12 | +2 |
| EGO | 1 | 11 | +1 |
| LOGIC | 4 | 14 | +4 |

## DAMAGE

| | dMarvel | | MULTIPLIER | | ABILITY |
|---|---|---|---|---|---|
| MELEE | dMarvel | × | 3 | + | 3 |
| AGILITY | dMarvel | × | 3 | + | 3 |
| EGO | dMarvel | × | 3 | + | 1 |
| LOGIC | dMarvel | × | 3 | + | 4 |

## BIOGRAPHY

**Real Name:** Kwannon
**Height:** 5'11" **Weight:** 155 lbs. **Gender:** Female
**Eyes:** Purple **Hair:** Black **Size:** Average
**Distinguishing Features:** None
**Occupation:** Assassin
**Origin:** Mutant
**Teams:** The Hand, Marauders, X-Men
**Base:** Mobile

### HISTORY

Kwannon was raised from birth by the shadowy Hand organization to become a super-powered assassin, but she balked at the cold-blooded murder of innocents. It wasn't long before she turned against her handlers, slaughtering them and escaping to Japan.

Shortly thereafter, Kwannon suffered an accident that left her comatose. While she slept, Betsy Braddock—another mutant psychic on the verge of death—swapped bodies with Kwannon. Only recently did Kwannon manage to regain control over her own body. In the short career she's had since, she has already proven herself as a capable leader among the X-Men.

### PERSONALITY

Although the traumatic events of her past have filled Kwannon with some deep-seated anger and resentment, she retains a cool head for battle. She's an effective tactical leader, and she's well trained in focusing her fury at those who most deserve it.

## TRAITS & TAGS

### TRAITS

- Combat Reflexes
- **Connections:** Criminal
- Free Running
- **Signature Attack:** Mental Punch
- Situational Awareness

### TAGS

- Hounded
- Krakoan
- Secret Identity
- Streetwise
- X-Gene

## POWERS

### BASIC

- Flight 2

### MARTIAL ARTS

- Attack Stance
- Counterstrike Technique
- Defense Stance

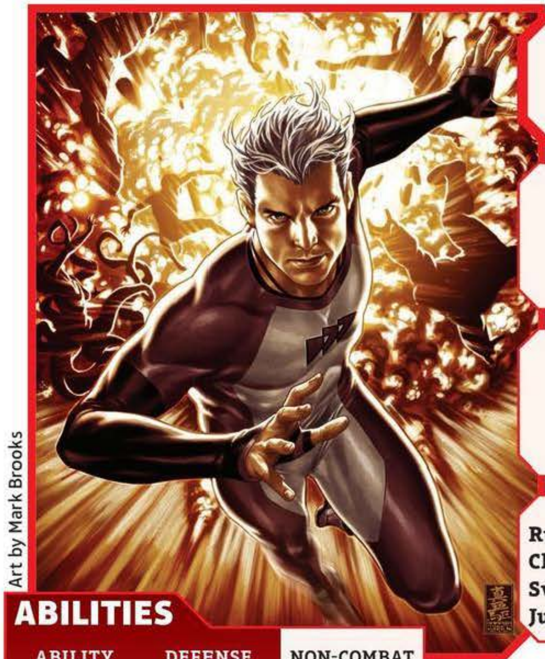
### TELEKINESIS

- Telekinetic Attack
- Telekinetic Manipulation

### TELEPATHY

- ESP
- Mental Punch
- Mind Reading
- Telepathic Link
- Telepathic Network

# QUICKSILVER



Art by Mark Brooks

| RANK | KARMA |
|---|---|
| 4 | 4 |

| HEALTH | DAMAGE REDUCTION |
|---|---|
| 90 | -1 |

| FOCUS | DAMAGE REDUCTION |
|---|---|
| 120 | — |

| SPEED | INITIATIVE MODIFIER |
|---|---|
| **Run:** 24<br>**Climb:** 12<br>**Swim:** 12<br>**Jump:** 12 | +4E |

## ABILITIES

| | ABILITY SCORE | DEFENSE SCORE | NON-COMBAT CHECKS |
|---|---|---|---|
| MELEE | 3 | 17 | +4 |
| AGILITY | 7 | 17 | +9 |
| RESILIENCE | 3 | 13 | +3 |
| VIGILANCE | 4 | 14 | +4 |
| EGO | 1 | 11 | +1 |
| LOGIC | 2 | 12 | +2 |

## DAMAGE

| | | MULTIPLIER | | ABILITY |
|---|---|---|---|---|
| MELEE | dMarvel × | 5 | + | 3 |
| AGILITY | dMarvel × | 5 | + | 7 |
| EGO | dMarvel × | 4 | + | 1 |
| LOGIC | dMarvel × | 4 | + | 2 |

## TRAITS & TAGS

### TRAITS

- Combat Reflexes
- **Connections:** Super Heroes
- Fearless
- Free Running
- Glibness
- Situational Awareness
- Weird

### TAGS

- Black Market Access
- Heroic
- Hounded
- Public Identity

## BIOGRAPHY

**Real Name:** Pietro Django Maximoff
**Height:** 6' **Weight:** 175 lbs. **Gender:** Male
**Eyes:** Blue **Hair:** Silver **Size:** Average
**Distinguishing Features:** None
**Occupation:** Adventurer
**Origin:** Weird Science
**Teams:** Avengers, Brotherhood of Evil Mutants, X-Factor
**Base:** Mobile

### HISTORY

As infants, Pietro Maximoff and his twin sister, Wanda, were subjected to dangerous experiments, and as they aged, they began to exhibit strange powers. Pietro developed superhuman speed, while Wanda developed powerful magic. Superstitious villagers were about to kill the twins when Magneto saved them and invited them to join his Brotherhood of Evil Mutants as Quicksilver and the Scarlet Witch.

The twins later renounced such evil and became early members of the Avengers. Like the Scarlet Witch, Quicksilver is a hero at heart. He cares deeply for his sister and is ready to give his life to defend her, and he considers his work as a hero a form of atonement for the years he spent living as a terrorist.

### PERSONALITY

Due to his powers, Quicksilver is often impatient with others to the point of condescension, and he can come across as humorless. When he's able to cut loose, though, he smiles with joy.

## POWERS

### BASIC

- Accuracy 1
- Evasion
- Mighty 1
- Sturdy 1

### MARTIAL ARTS

- Attack Stance
- Do This All Day

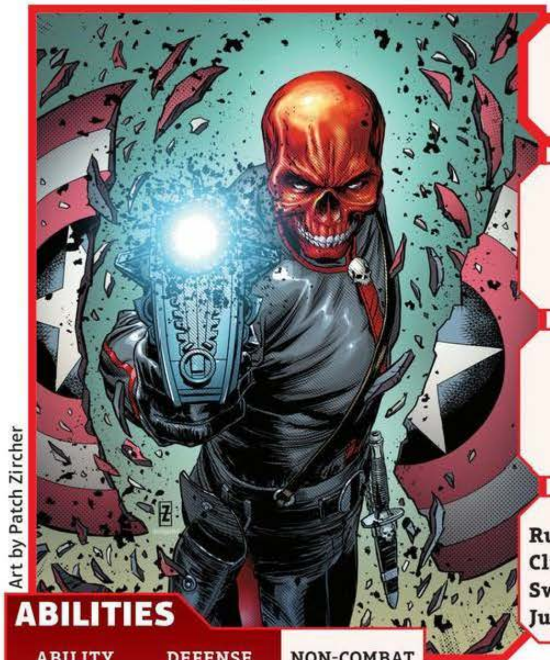
### OMNIVERSAL TRAVEL

- Instant Replay
- Time Out

### SUPER-SPEED

- Blazing-Fast Fists
- Blur
- Catch Bullets
- Lightning Actions
- Molecular Destabilization
- Run on Water
- Speed Blast
- Speed Run 2

# RED SKULL (JOHANN SHMIDT)


Art by Patch Zircher

**RANK**
3

**KARMA**
—

**HEALTH**
60

**DAMAGE REDUCTION**
—

**FOCUS**
30

**DAMAGE REDUCTION**
—

**SPEED**
**Run:** 5
**Climb:** 3
**Swim:** 3
**Jump:** 3

**INITIATIVE MODIFIER**
+1

## ABILITIES

| | ABILITY SCORE | DEFENSE SCORE | NON-COMBAT CHECKS |
|---|---|---|---|
| MELEE | 3 | 13 | +3 |
| AGILITY | 3 | 13 | +4 |
| RESILIENCE | 2 | 12 | +2 |
| VIGILANCE | 1 | 11 | +1 |
| EGO | 3 | 13 | +3 |
| LOGIC | 3 | 13 | +3 |

## DAMAGE

| | dMarvel | MULTIPLIER | | ABILITY |
|---|---|---|---|---|
| MELEE | dMarvel × | 3 | + | 3 |
| AGILITY | dMarvel × | 4 | + | 3 |
| EGO | dMarvel × | 3 | + | 3 |
| LOGIC | dMarvel × | 3 | + | 3 |

## TRAITS & TAGS

### Traits
- Combat Expert
- Determination
- Inventor
- Presence
- Public Speaking

### Tags
- Authority
- Backup
- Black Market Access
- Extreme Appearance
- Hunted
- Powerful
- Public Identity
- Villainous

## BIOGRAPHY

**Real Name:** Johann Shmidt
**Height:** 6'5" **Weight:** 189 lbs. **Gender:** Male
**Eyes:** Brown **Hair:** Brown **Size:** Average
**Distinguishing Features:** Head is disfigured into a red skull
**Occupation:** Leader
**Origin:** Special Training
**Teams:** Hydra
**Base:** Mobile

### History

Declaring that he could turn anyone into the ideal Nazi soldier, Adolf Hitler selected a random bellboy by the name of Johann Shmidt to be his next secret agent. He personally trained Shmidt to be a killer and spy, transforming him into one of the deadliest soldiers in the Third Reich.

After World War II, the crimson-faced Shmidt carried the mad führer's dream of a worldwide Nazi government into the modern age. Were he not so dangerous, it would be easy to write him off as a cackling madman. A regular ally or even commander of fascist organizations like Hydra, he's capable of launching complex schemes that threaten to bring the entire planet beneath his heel.

### Personality

In his day-to-day interactions with others, the Red Skull shows himself to be little more than a fascist zealot and a madman. Despite this, he is an expert propagandist who deftly recruits crowds of bigots.

## POWERS

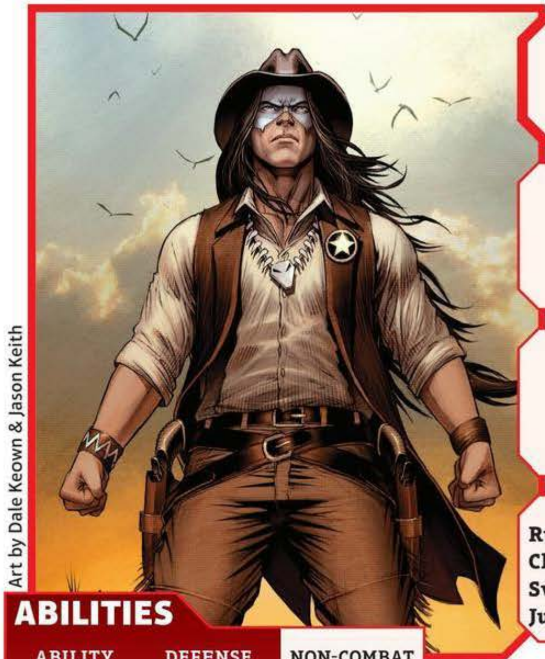
### Basic
- Accuracy 1
- Inspiration
- Slow-Motion Dodge

### Martial Arts
- Attack Stance

### Ranged Weapons
- Covering Fire
- Double Tap
- Return Fire
- Snap Shooting
- Stopping Power
- Suppressive Fire

### Tactics
- Keep Moving
- On Your Feet

# RED WOLF



Art by Dale Keown & Jason Keith

| | |
|---|---|
| RANK | 2 |
| KARMA | 2 |
| HEALTH | 60 |
| DAMAGE REDUCTION | — |
| FOCUS | 30 |
| DAMAGE REDUCTION | — |
| INITIATIVE MODIFIER | +1 |

**SPEED**
**Run:** 5
**Climb:** 3
**Swim:** 3
**Jump:** 3

## ABILITIES

| | ABILITY SCORE | DEFENSE SCORE | NON-COMBAT CHECKS |
|---|---|---|---|
| MELEE | 1 | 11 | +1 |
| AGILITY | 3 | 13 | +4 |
| RESILIENCE | 2 | 12 | +2 |
| VIGILANCE | 1 | 11 | +1 |
| EGO | 1 | 11 | +1 |
| LOGIC | 2 | 12 | +2 |

## DAMAGE

| | dMarvel | MULTIPLIER | | ABILITY |
|---|---|---|---|---|
| MELEE | dMarvel × | 2 | + | 1 |
| AGILITY | dMarvel × | 3 | + | 3 |
| EGO | dMarvel × | 2 | + | 1 |
| LOGIC | dMarvel × | 2 | + | 2 |

## TRAITS & TAGS

### TRAITS

- Combat Expert
- Determination
- Interrogation
- Investigation
- Surprising Power (Animal Communication)

### TAGS

- Authority
- Backup
- Heroic
- Public Identity

## BIOGRAPHY

**Real Name:** Red Wolf
**Height:** 6'6" **Weight:** 225 lbs. **Gender:** Male
**Eyes:** Brown **Hair:** Black **Size:** Average
**Distinguishing Features:** None
**Occupation:** Law Enforcer
**Origin:** Special Training
**Teams:** Santa Rosa Sheriff's Department
**Base:** Mobile

### HISTORY

Red Wolf was born to a community of Cheyenne natives in the old west of an alternate universe (Earth-51920). As a young man, he was sent to destroy a dam in Timely, a settler community that was diverting water from Cheyenne lands. Red Wolf made a deal with the townsfolk of Timely: in exchange for the destruction of their dam, he would take down their corrupt mayor, Wilson Fisk. With the help of some locals, Red Wolf killed Fisk and became the town's sheriff.

Sometime later, Red Wolf fought a time-traveling super villain and wound up in the present day of Earth-616, where he has worked alongside Hawkeye (Clint Barton) and other heroes to help fight injustice.

### PERSONALITY

Red Wolf has a deep and abiding love for the communities he protects. While he enjoys his time in what he thinks of as the future—and especially the relationships he's made there—he still wishes to return home.

## POWERS

### BASIC

- Accuracy 1

### MELEE WEAPONS (SHARP)

- Fast Attacks
- Riposte

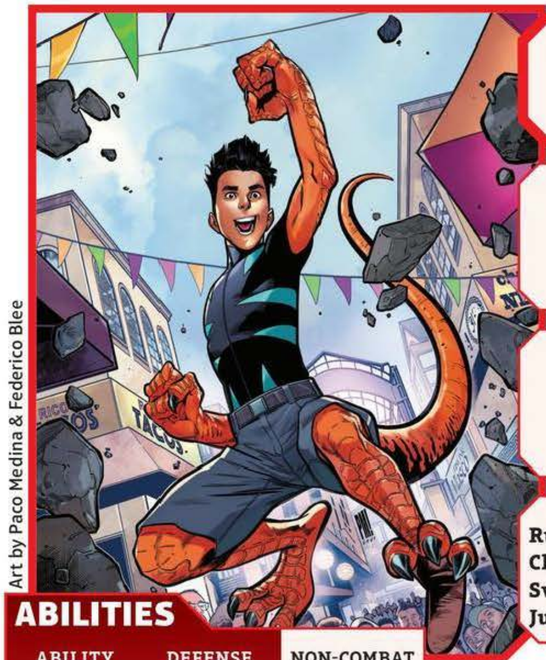
### RANGED WEAPONS

- Double Tap
- Point-Blank Parry
- Snap Shooting
- Stopping Power

### TELEPATHY

- Animal Communication (Wolves)

# REPTIL



Art by Paco Medina & Federico Blee

| RANK | KARMA |
|---|---|
| 3 | 3 |

| HEALTH | DAMAGE REDUCTION |
|---|---|
| 150 | — |

| FOCUS | DAMAGE REDUCTION |
|---|---|
| 60 | — |

**SPEED**

**Run:** 5
**Climb:** 3
**Swim:** 3
**Jump:** 5

**INITIATIVE MODIFIER** +2

## ABILITIES

| | ABILITY SCORE | DEFENSE SCORE | NON-COMBAT CHECKS |
|---|---|---|---|
| MELEE | 4 | 14 | +5 |
| AGILITY | 2 | 12 | +2 |
| RESILIENCE | 5 | 15 | +5 |
| VIGILANCE | 2 | 12 | +2 |
| EGO | 1 | 11 | +1 |
| LOGIC | 1 | 11 | +1 |

## DAMAGE

| | dMarvel | MULTIPLIER | | ABILITY |
|---|---|---|---|---|
| MELEE | × | 5 | + | 4 |
| AGILITY | × | 3 | + | 2 |
| EGO | × | 3 | + | 1 |
| LOGIC | × | 3 | + | 1 |

## TRAITS & TAGS

### Traits

- Berserker
- **Connections:** Super Heroes
- Extraordinary Origin
- Fearless
- Quick Learner
- Tech Reliance

### Tags

- Alternate Form (Dinosaur Forms)
- Black Market Access
- Extreme Appearance (in Alternate Forms)
- Heroic
- **Mentor:** Vicente Lopez
- **Obligation:** Family
- Secret Identity
- Supernatural
- Young

## BIOGRAPHY

**Real Name:** Humberto "Berto" Lopez
**Height:** 5'7" **Weight:** 142 lbs. **Gender:** Male
**Eyes:** Blue **Hair:** Black **Size:** Average
**Distinguishing Features:** Dinosaur tail and limbs (when using powers)
**Occupation:** Adventurer
**Origin:** High Tech: Pym Particles, Magic
**Teams:** Avengers Academy
**Base:** Los Angeles

### History

While out at a dig site with his paleontologist parents, Humberto Lopez stumbled upon a mystical fossilized amulet that gave him the power to shape-shift into prehistoric creatures, particularly dinosaurs. As a lifelong fan of super heroes, he leaped at this opportunity to become a hero himself, adopting the codename Reptil.

Shortly after Reptil began adventuring, his parents mysteriously disappeared. While he continued to search for them, he joined the Avengers Academy and became good friends with many of his fellow students. Although the academy is no more, he continues to do his best to help those in need.

### Personality

Reptil loves adventure, but he fears his own powers as much as he appreciates them. His reptilian transformations can occasionally send him into a berserker state, where he has little more reasoning power than a T. rex. He fears the possibility of accidentally lashing out at those closest to him.

## POWERS

### Basic

- Mighty 2

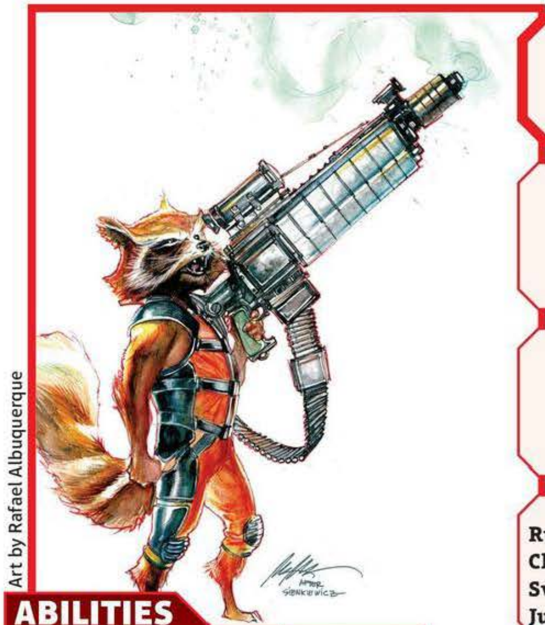
### Resize

- Grow 2
- Shrink 2

### Super-Strength

- Banging Heads
- Clobber
- Crushing Grip
- Ground-Shaking Stomp
- Immovable
- Jump 1
- Smash

# ROCKET RACCOON



Art by Rafael Albuquerque

**RANK** 4

**KARMA** 4

**HEALTH** 90

**DAMAGE REDUCTION** -1

**FOCUS** 120

**DAMAGE REDUCTION** —

**SPEED**

**Run:** 4

**Climb:** 2

**Swim:** 2

**Jump:** 2

**INITIATIVE MODIFIER** +4

## ABILITIES

| | ABILITY SCORE | DEFENSE SCORE | NON-COMBAT CHECKS |
|---|---|---|---|
| MELEE | 3 | 14 | +3 |
| AGILITY | 5 | 16 | +6 |
| RESILIENCE | 3 | 13 | +3 |
| VIGILANCE | 4 | 14 | +4 |
| EGO | 1 | 11 | +1 |
| LOGIC | 4 | 14 | +5 |

## DAMAGE

| | dMarvel × MULTIPLIER | + ABILITY |
|---|---|---|
| MELEE | × 4 | + 3 |
| AGILITY | × 5 | + 5 |
| EGO | × 4 | + 1 |
| LOGIC | × 5 | + 4 |

## TRAITS & TAGS

### TRAITS

- Combat Reflexes
- **Connections:** Criminal
- **Connections:** Outsiders
- Dealmaker
- Extra Occupation
- Fresh Eyes
- Small
- Stranger

### TAGS

- Alien Heritage
- Black Market Access
- Extreme Appearance
- Heroic
- Public Identity
- Streetwise
- **Signature Weapon:** 2 Pistols
- **Signature Weapon:** Rifle

## POWERS

### BASIC

- Accuracy 1
- Brilliance 1
- Combat Trickery
- Inspiration
- Reinforced Skeleton
- Slow-Motion Dodge

### RANGED WEAPONS

- Dance of Death
- Double Tap
- Focus Fire
- Slow-Motion Shoot-Dodge
- Snap Shooting
- Sniping
- Stopping Power
- Suppressive Fire
- Weapons Blazing

### TACTICS

- Battle Plan
- Change of Plans
- Combat Support

## BIOGRAPHY

**Real Name:** Rocket

**Height:** 4' **Weight:** 55 lbs. **Gender:** Male

**Eyes:** Brown (with tapetal reflection)

**Hair:** Brown, black and white **Size:** Small

**Distinguishing Features:** Raccoon-like alien

**Occupation:** Criminal, Outsider

**Origin:** Alien

**Teams:** Avengers, Guardians of the Galaxy

**Base:** Mobile

### HISTORY

Rocket is a genetically and cybernetically engineered extraterrestrial created to resemble an Earth raccoon and to work as one of the protectors of the Loonies, a group of criminally insane aliens sentenced to life on the prison planet Halfworld in the Keystone Quadrant. After leaving his position, Rocket made his way into the wider galaxy, where he wound up involved in questionable activities that landed him in a Kree prison. There, he met his best friend, Groot, and together, they helped form the Guardians of the Galaxy.

With the rest of the Guardians, Rocket saved the galaxy from being destroyed by the alien hive fleet known as the Phalanx. After that, they decided to band together permanently, becoming a family as much as a team. Rocket has even stepped up to lead the team when Star-Lord wasn't available.

### PERSONALITY

Rocket is sharp and conniving, one of the smartest people around, especially when it comes to tactics and logistics. He carries larceny in his heart and is always looking for a better angle on any problem that presents itself.

# RONAN THE ACCUSER

Art by Gabriele Dell'Otto

| RANK | KARMA |
|---|---|
| 4 | — |

| HEALTH | DAMAGE REDUCTION |
|---|---|
| 120 | -2 |

| FOCUS | DAMAGE REDUCTION |
|---|---|
| 90 | — |

**SPEED**
**Run:** 6
**Climb:** 3
**Swim:** 3
**Flight:** 24

| INITIATIVE MODIFIER |
|---|
| +2 |

## ABILITIES

| | ABILITY SCORE | DEFENSE SCORE | NON-COMBAT CHECKS |
|---|---|---|---|
| MELEE | 5 | 14 | +7 |
| AGILITY | 2 | 11 | +2 |
| RESILIENCE | 4 | 14 | +4 |
| VIGILANCE | 2 | 12 | +2 |
| EGO | 6 | 16 | +6 |
| LOGIC | 1 | 11 | +1 |

## DAMAGE

| | dMarvel | MULTIPLIER | | ABILITY |
|---|---|---|---|---|
| MELEE | dMarvel | × 6 | + | 5 |
| AGILITY | dMarvel | × 4 | + | 2 |
| EGO | dMarvel | × 4 | + | 6 |
| LOGIC | dMarvel | × 4 | + | 1 |

## BIOGRAPHY

**Real Name:** Ronan
**Height:** 7'5" **Weight:** 480 lbs. **Gender:** Male
**Eyes:** Blue **Hair:** Brown **Size:** Big
**Distinguishing Features:** Blue skin
**Occupation:** Leader
**Origin:** Alien: Kree
**Teams:** Kree Empire
**Base:** Kree-Lar

### HISTORY

A powerful warrior, Ronan rose through the ranks of the Kree military, eventually achieving the position of Supreme Accuser. Second only to the Emperor himself, Ronan was in charge of overseeing all Kree military operations.

Ronan has battled some of the deadliest warriors in the galaxy and personally led invasions of Earth, the Skrull Empire and the Inhuman homeland. After a coup resulted in the death of the Kree Emperor, Ronan himself was elected to the position. He later made peace with the Inhumans and entered into an arranged marriage with Crystal to cement it, but this didn't last.

### PERSONALITY

A hulking mass of a warrior, Ronan demands respect from those around him, and any show of disrespect can cause him to erupt in a murderous rage. His proud loyalty to the Kree people outweighs his ferocious nature, though, and he tends to look down on those from "lesser races."

## TRAITS & TAGS

### TRAITS

- Battle Ready
- Big (Reach 2)
- Breathe Different
- Combat Expert
- Enhanced Physique
- Presence
- Public Speaking

### TAGS

- Alien Heritage
- Authority
- Extreme Appearance
- Powerful
- Public Identity
- Villainous

## POWERS

### BASIC

- Flight 2
- Inspiration
- Mighty 2
- Sturdy 2

### ELEMENTAL CONTROL (ENERGY)

- Elemental Barrage
- Elemental Barrier
- Elemental Blast
- Elemental Burst

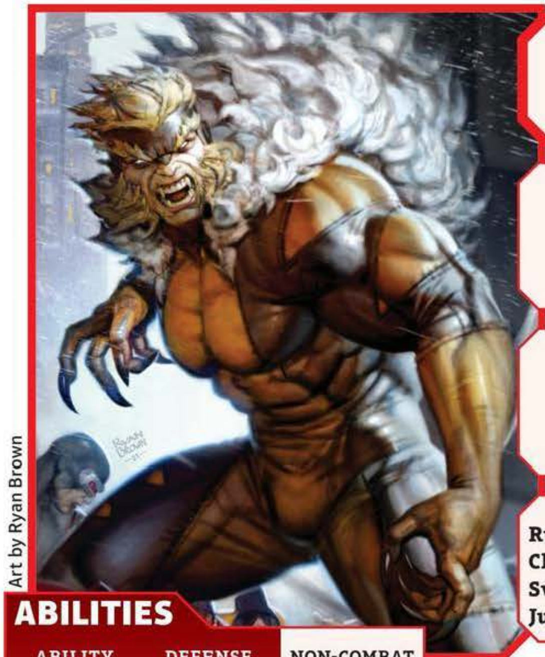
### SUPER-STRENGTH

- Clobber
- Immovable
- Smash

### TACTICS

- Battle Plan
- Focus Fire
- Keep Moving

# SABRETOOTH (VICTOR CREED)



Art by Ryan Brown

**RANK** 4

**KARMA** —

**HEALTH** 180

**DAMAGE REDUCTION** -1

**FOCUS** 150

**DAMAGE REDUCTION** —

**SPEED**

**Run:** 5
**Climb:** 3
**Swim:** 3
**Jump:** 5

**INITIATIVE MODIFIER** +4E

## ABILITIES

| | ABILITY SCORE | DEFENSE SCORE | NON-COMBAT CHECKS |
|---|---|---|---|
| MELEE | 7 | 17 | +8 |
| AGILITY | 4 | 14 | +4 |
| RESILIENCE | 6 | 16 | +6 |
| VIGILANCE | 4 | 14 | +4 |
| EGO | 0 | 10 | 0 |
| LOGIC | 0 | 10 | 0 |

## DAMAGE

| | dMarvel × MULTIPLIER | + ABILITY |
|---|---|---|
| MELEE | dMarvel × 5 | + 7 |
| AGILITY | dMarvel × 4 | + 4 |
| EGO | dMarvel × 4 | + 0 |
| LOGIC | dMarvel × 4 | + 0 |

## TRAITS & TAGS

### TRAITS

- Abrasive
- Battle Ready
- Berserker
- Combat Reflexes
- **Connections:** Military
- Extraordinary Origin
- Situational Awareness
- Sneaky
- Tech Reliance

### TAGS

- Extreme Appearance
- Hounded
- Krakoan
- Villainous
- X-Gene

## BIOGRAPHY

**Real Name:** Victor Creed
**Height:** 6'6" **Weight:** 275 lbs. **Gender:** Male
**Eyes:** Amber **Hair:** Blond **Size:** Average
**Distinguishing Features:** Muttonchops, long canines, claws, slitted pupils
**Occupation:** Military
**Origin:** High Tech: Cybernetics, Mutant
**Teams:** 1959 Avengers, Brotherhood of Evil Mutants, the Hand, Marauders, Team X, X-Factor
**Base:** Krakoa

### HISTORY

Victor Creed's father treated him like an animal as a child, keeping him chained in the basement of their home. Once freed, Creed entered a life of murder and betrayal that caused him to cross paths several times with Wolverine (Logan), often with fatal results for those around them, despite their many similarities.

Magik killed Creed during the War of the Realms, but the mutants of Krakoa eventually brought him back to life. While on a mission for Krakoa, he killed a couple of humans, breaking one of Krakoa's main laws, for which he was sentenced to being imprisoned inside Krakoa for life.

### PERSONALITY

Creed is vicious and callous, caring little for anyone but himself. He shows no mercy to those who dare cross his path. He likes to give into his animalistic nature and has never opted to take up any of the chances at redemption offered to him.

## POWERS

### BASIC

- Brawling
- Combat Trickery
- Healing Factor
- Heightened Senses 1
- Mighty 1
- Reinforced Skeleton

### MELEE WEAPONS (SHARP)

- Exploit
- Fast Attacks
- Focused Fury
- Furious Attacks
- Hit & Run
- Riposte
- Unstoppable Assault
- Vicious Attack
- Whirling Frenzy

### SUPER-STRENGTH

- Jump 1

# SCARLET WITCH

Art by Russell Dauterman

| RANK | KARMA |
|---|---|
| 5 | 5 |

| HEALTH | DAMAGE REDUCTION |
|---|---|
| 90 | — |

| FOCUS | DAMAGE REDUCTION |
|---|---|
| 150 | — |

| SPEED | INITIATIVE MODIFIER |
|---|---|
| **Run:** 5<br>**Climb:** 3<br>**Swim:** 3<br>**Flight:** 25 | +5E |

## ABILITIES

| | ABILITY SCORE | DEFENSE SCORE | NON-COMBAT CHECKS |
|---|---|---|---|
| MELEE | 2 | 12 | +2 |
| AGILITY | 2 | 12 | +2 |
| RESILIENCE | 3 | 13 | +3 |
| VIGILANCE | 5 | 15 | +5 |
| EGO | 8 | 18 | +10 |
| LOGIC | 5 | 15 | +5 |

## DAMAGE

| | dMarvel | MULTIPLIER | | ABILITY |
|---|---|---|---|---|
| MELEE | dMarvel × | 5 | + | 2 |
| AGILITY | dMarvel × | 5 | + | 2 |
| EGO | dMarvel × | 7 | + | 8 |
| LOGIC | dMarvel × | 5 | + | 5 |

## TRAITS & TAGS

### Traits
- Combat Expert
- **Connections:** Super Heroes
- Dealmaker
- Extraordinary Origin
- Fearless
- Font of Information
- Situational Awareness
- Weird

### Tags
- Black Market Access
- Chaotic
- Heroic
- Hounded
- Public Identity
- Sorcerous
- Supernatural

## BIOGRAPHY

**Real Name:** Wanda Maximoff
**Height:** 5'7" **Weight:** 132 lbs. **Gender:** Female
**Eyes:** Green **Hair:** Auburn **Size:** Average
**Distinguishing Features:** None
**Occupation:** Adventurer
**Origin:** Weird Science, Magic: Chaos Magic
**Teams:** Brotherhood of Evil Mutants, X-Men
**Base:** Krakoa

### History

As infants, Wanda Maximoff and her twin brother, Pietro, were subjected to dangerous experiments, and as they aged, they began to exhibit strange powers. Wanda developed powerful magic, while Pietro developed superhuman speed. Superstitious villagers were about to kill the twins when Magneto saved them and invited them to join his Brotherhood of Evil Mutants as Quicksilver and the Scarlet Witch.

The twins later renounced such evil and became early members of the Avengers. As part of the team, Scarlet Witch met and fell in love with the Vision, with whom she had two children. When that went wrong, she broke down and unleashed the full powers of her chaos magic with disastrous results. She has since recovered and works to redeem herself.

### Personality

Although good at heart, Scarlet Witch has suffered repeated bouts of mental illness. When she is stable, she is kind, warm and friendly.

## POWERS

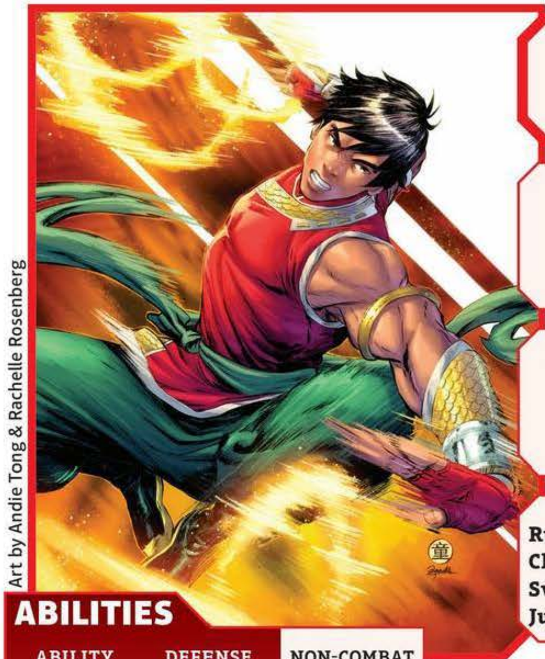
### Basic
- Discipline 2
- Flight 2

### Magic (Chaos Set)
- Hex Bolt
- Jinx
- Powerful Hex
- Probability-Manipulation Hex
- Protection Hex

### Magic (Sorcery Set)
- Astral Form
- Bolts of Balthakk
- Crimson Bands of Cyttorak
- Dispel Spell
- Flames of the Faltine
- Images of Ikonn
- Mists of Morpheus
- Shield of the Seraphim (20 points to shatter)
- Summon Portal
- Winds of Watoomb

### Power Control
- Boost Powers
- Dampen Power

# SHANG-CHI



Art by Andie Tong & Rachelle Rosenberg

| RANK | KARMA |
|---|---|
| 4 | 4 |

| HEALTH | DAMAGE REDUCTION |
|---|---|
| 90 | — |

| FOCUS | DAMAGE REDUCTION |
|---|---|
| 150 | — |

**SPEED**
**Run:** 5
**Climb:** 3
**Swim:** 3
**Jump:** 3

**INITIATIVE MODIFIER** +5E

## ABILITIES

| | ABILITY SCORE | DEFENSE SCORE | NON-COMBAT CHECKS |
|---|---|---|---|
| MELEE | 7 | 17 | +7 |
| AGILITY | 3 | 17 | +3 |
| RESILIENCE | 3 | 13 | +3 |
| VIGILANCE | 5 | 15 | +5 |
| EGO | 1 | 11 | +1 |
| LOGIC | 1 | 11 | +1 |

## DAMAGE

| | dMarvel | MULTIPLIER | | ABILITY |
|---|---|---|---|---|
| MELEE | dMarvel × | 4 | + | 7 |
| AGILITY | dMarvel × | 4 | + | 3 |
| EGO | dMarvel × | 4 | + | 1 |
| LOGIC | dMarvel × | 4 | + | 1 |

## TRAITS & TAGS

### Traits

- Combat Expert
- Combat Reflexes
- **Connections:** Espionage
- Determination
- Free Running
- Leverage
- Situational Awareness

### Tags

- Black Market Access
- Heroic
- **Linguist:** Chinese (Cantonese, Mandarin and other dialects), English
- Public Identity

## BIOGRAPHY

**Real Name:** Zheng Shang-Chi
**Height:** 5'10" **Weight:** 175 lbs. **Gender:** Male
**Eyes:** Brown **Hair:** Black **Size:** Average
**Distinguishing Features:** None
**Occupation:** Spy
**Origin:** Special Training
**Teams:** Agents of Atlas, Avengers, Five Weapons Society, Heroes for Hire, Protectors
**Base:** Chinatown, New York City

### History

As the son of the criminal mastermind Zheng Zu, Shang-Chi—who believed his father to be a good man—was trained from an early age to become the ultimate martial artist. When sent on a mission to assassinate one of his father's enemies, he learned the truth and vowed to destroy his father's criminal empire instead.

After Zheng Zu's death, Shang-Chi inherited his father's position as the Supreme Commander of the Five Weapons Society. He also learned that his mother—Jiang Li—hailed from the pocket dimension Ta Lo, and that her father—Chieftain Xin—wanted to destroy Shang-Chi's entire family and take possession of the mystical Ten Rings.

### Personality

Shang-Chi is a loyal friend and a determined leader who works hard to refute his father's criminal legacy. He regularly resists the temptations of power and respects the rule of law. Despite this, he tries to maintain a light and friendly demeanor.

## POWERS

### Basic

- Brawling

### Martial Arts

- Attack Stance
- Brace for Impact
- Chain Strikes
- Counterstrike Technique
- Crushing Grip
- Defense Stance
- Do This All Day
- Fast Strikes
- Flying Double Kick
- Focused Strike
- Grappling Technique
- Leaping Leglock
- Leg Sweep
- Regain Focus
- Reverse-Momentum Throw
- Spin & Throw
- Unflappable Poise
- Untouchable Position

# SHE-HULK

Art by Jen Bartel

| RANK | KARMA |
|---|---|
| 4 | 4 |

| HEALTH | DAMAGE REDUCTION |
|---|---|
| 90 | -2 |

| FOCUS | DAMAGE REDUCTION |
|---|---|
| 90 | — |

**SPEED**

**Run:** 6
**Climb:** 3
**Swim:** 3
**Jump:** 24

**INITIATIVE MODIFIER**
+3

## ABILITIES

| | ABILITY SCORE | DEFENSE SCORE | NON-COMBAT CHECKS |
|---|---|---|---|
| MELEE | 5 | 14 | +9 |
| AGILITY | 4 | 13 | +5 |
| RESILIENCE | 3 | 13 | +3 |
| VIGILANCE | 3 | 13 | +3 |
| EGO | 1 | 11 | +1 |
| LOGIC | 6 | 16 | +6 |

## DAMAGE

| | dMarvel | MULTIPLIER | | ABILITY |
|---|---|---|---|---|
| MELEE | dMarvel | × 8 | + | 5 |
| AGILITY | dMarvel | × 5 | + | 4 |
| EGO | dMarvel | × 4 | + | 1 |
| LOGIC | dMarvel | × 4 | + | 6 |

## TRAITS & TAGS

### Traits

- Big (Reach 2)
- Combat Expert
- Dealmaker
- Fearless
- Interrogation
- Legal Eagle
- Public Speaking
- Weird

### Tags

- Alternate Form (Gamma Forms)
- Extreme Appearance (in Alternate Forms)
- Green Door
- **Immunity:** Gamma Radiation
- Heroic
- Public Identity
- Radioactive

## BIOGRAPHY

**Real Name:** Jennifer Walters
**Height:** 5'10"/6'7" **Weight:** 150 lbs./700 lbs.
**Gender:** Female
**Eyes:** Green **Hair:** Brown/dark green **Size:** Big
**Distinguishing Features:** None
**Occupation:** Lawyer
**Origin:** Weird Science: Gamma Mutate
**Teams:** Avengers, Fantastic Four
**Base:** New York City

### History

Young attorney Jennifer Walters nearly died after being shot by a criminal. A blood transfusion from her cousin Bruce Banner—also known as the Hulk—saved her life, but the gamma-irradiated blood granted her powers similar to those of her cousin. Unlike the Hulk though, Walters can control the transformations into her emerald-skinned alter ego and retains her intelligence.

In the years since, Walters has proven herself a valuable member of the Avengers and a regular substitute member of the Fantastic Four. While she spent some time as a bounty hunter, she regularly returns to the law. Her skills as a sharp litigator with hands-on experience with super-powered people keeps her in high demand.

### Personality

In her regular form, Walters is often an introverted homebody, but when in her She-Hulk form, she is much more extroverted, to the point of aggressiveness. She struggles to balance these two sides of her personality and sometimes prefers to simply remain She-Hulk, who she considers more fun.

## POWERS

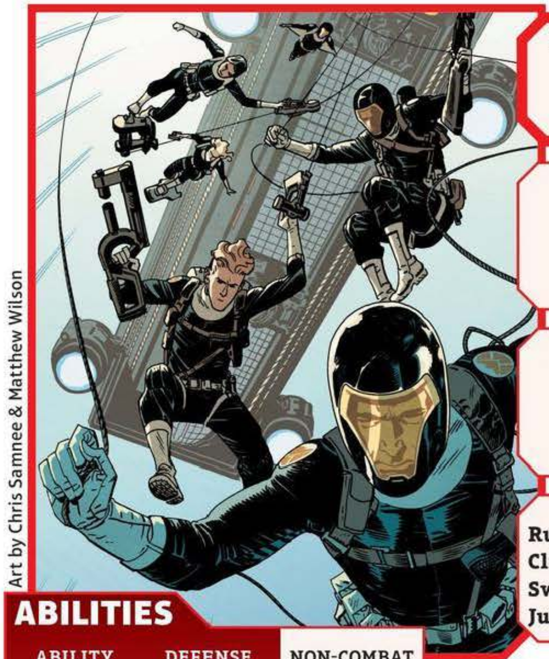
### Basic

- Accuracy 1
- Environmental Protection
- Mighty 4
- Sturdy 2

### Super-Strength

- Clobber
- Crushing Grip
- Ground-Shaking Stomp
- Jump 3
- Quick Toss
- Smash
- Unrelenting Smash

# S.H.I.E.L.D. AGENT



Art by Chris Samnee & Matthew Wilson

| RANK | KARMA |
|---|---|
| 1 | 1 |

| HEALTH | DAMAGE REDUCTION |
|---|---|
| 30 | — |

| FOCUS | DAMAGE REDUCTION |
|---|---|
| 30 | — |

| SPEED | INITIATIVE MODIFIER |
|---|---|
| **Run:** 5<br>**Climb:** 3<br>**Swim:** 3<br>**Jump:** 3 | +1 |

## ABILITIES

| | ABILITY SCORE | DEFENSE SCORE | NON-COMBAT CHECKS |
|---|---|---|---|
| MELEE | 1 | 11 | +1 |
| AGILITY | 1 | 11 | +2 |
| RESILIENCE | 1 | 11 | +1 |
| VIGILANCE | 1 | 11 | +1 |
| EGO | 0 | 10 | 0 |
| LOGIC | 1 | 11 | +1 |

## DAMAGE

| | dMarvel × MULTIPLIER | | ABILITY |
|---|---|---|---|
| MELEE | dMarvel × 1 | + | 1 |
| AGILITY | dMarvel × 2 | + | 1 |
| EGO | dMarvel × 1 | + | 0 |
| LOGIC | dMarvel × 1 | + | 1 |

## BIOGRAPHY

**Real Name:** Varies

**Height:** Varies **Weight:** Varies **Gender:** Varies

**Eyes:** Varies **Hair:** Varies **Size:** Average

**Distinguishing Features:** Varies

**Occupation:** Law Enforcer

**Origin:** Special Training

**Teams:** S.H.I.E.L.D.

**Base:** S.H.I.E.L.D. Helicarrier

### HISTORY

Born out of an ancient brotherhood of peacekeepers, the modern S.H.I.E.L.D. was founded in the 1960s as part of a collaboration between the U.N. and arms magnate Howard Stark. As an anti-terrorist peacekeeping force, its primary goal has always been to dismantle the worldwide fascist terror organization Hydra.

S.H.I.E.L.D.'s incredible resources have proven to be a double-edged sword. Its upper ranks have been repeatedly infiltrated by terrorists, temporarily turning the organization into a terrifying evil army. Even when it works properly, S.H.I.E.L.D. leaders sometimes overreach, suspending civil liberties in pursuit of their anti-terrorist goals. At the moment, it has been disbanded entirely.

### PERSONALITY

Agents of S.H.I.E.L.D. tend to be combat-hardened soldiers with a strong sense of justice. While this makes them effective fighters, their training sometimes makes them too unwilling to question orders.

## TRAITS & TAGS

### TRAITS

- Determination
- Interrogation
- Investigation
- Legal Eagle

### TAGS

- Authority
- Backup
- Heroic
- Lab Access
- Public Identity

## POWERS

### BASIC

- Accuracy 1

### MARTIAL ARTS

- Attack Stance

### RANGED WEAPONS

- Snap Shooting
- Suppressive Fire

# SHURI

Art by Travis Charest

| RANK | KARMA |
|---|---|
| 4 | 4 |

| HEALTH | DAMAGE REDUCTION |
|---|---|
| 90 | -2 |

| FOCUS | DAMAGE REDUCTION |
|---|---|
| 60 | — |

| SPEED | INITIATIVE MODIFIER |
|---|---|
| **Run:** 5<br>**Climb:** 3<br>**Swim:** 3<br>**Jump:** 3 | +2 |

## ABILITIES

| | ABILITY SCORE | DEFENSE SCORE | NON-COMBAT CHECKS |
|---|---|---|---|
| MELEE | 5 | 15 | +6 |
| AGILITY | 4 | 14 | +4 |
| RESILIENCE | 3 | 13 | +3 |
| VIGILANCE | 2 | 12 | +2 |
| EGO | 2 | 12 | +2 |
| LOGIC | 4 | 14 | +5 |

## DAMAGE

| | dMarvel × MULTIPLIER | + ABILITY |
|---|---|---|
| MELEE | dMarvel × 6 | + 5 |
| AGILITY | dMarvel × 4 | + 4 |
| EGO | dMarvel × 4 | + 2 |
| LOGIC | dMarvel × 5 | + 4 |

## BIOGRAPHY

**Real Name:** Shuri
**Height:** 5'7" **Weight:** 127 lbs. **Gender:** Female
**Eyes:** Brown **Hair:** Black **Size:** Average
**Distinguishing Features:** None
**Occupation:** Leader, Scientist
**Origin:** High Tech, Magic
**Teams:** Panther Cult
**Base:** Wakanda

### HISTORY

As the lone daughter of the Wakandan royal family, Shuri was narrowly defeated by her brother, T'Challa, in a contest to determine the next Wakandan regent, the Black Panther. Although she had long dreamed of becoming the Panther, Shuri did not let her envy consume her. Instead, she set out to make a name for herself in her own right.

Shuri's brilliant mind and natural combat skills make her a fighter on par with T'Challa. In times of national upheaval, Shuri has temporarily accepted the title of Black Panther, but more often, she works as an advocate for the Wakandan people under her own name and to great success.

### PERSONALITY

Shuri sometimes resents the disproportionate amount of attention and power given to her brother, but her love for him and the Wakandan people outweighs all that. Eloquent, personable and incredibly sharp, she has proven herself an excellent leader.

## TRAITS & TAGS

### TRAITS

- Combat Reflexes
- Extra Occupation
- Extraordinary Origin
- Free Running
- Inventor
- Presence
- Scientific Expertise
- Tech Reliance

### TAGS

- Authority
- Backup
- Black Market Access
- **Headquarters:** Wakanda
- Heroic
- Lab Access
- **Obligation:** Wakanda
- Powerful
- Public Identity
- Supernatural

## POWERS

### BASIC

- Brilliance 1
- Heightened Senses 1
- Inspiration
- Mighty 1
- Sturdy 2

### MARTIAL ARTS

- Always Ready
- Attack Stance
- Brace for Impact
- Counterstrike Technique
- Do This All Day

### TACTICS

- Battle Plan
- Change of Plans
- Combat Support
- Focus Fire
- Keep Moving
- On Your Feet
- Operations Center

# SILK

Art by Junggeun Toon

| RANK | KARMA |
|---|---|
| 4 | 4 |

| HEALTH | DAMAGE REDUCTION |
|---|---|
| 90 | — |

| FOCUS | DAMAGE REDUCTION |
|---|---|
| 90 | — |

**SPEED**
**Run/Climb/Jump:** 6
**Swim:** 3
**Glide:** 12
**Swingline:** 18

**INITIATIVE MODIFIER**
+3E

## ABILITIES

| | ABILITY SCORE | DEFENSE SCORE | NON-COMBAT CHECKS |
|---|---|---|---|
| MELEE | 5 | 18 | +6 |
| AGILITY | 6 | 18 | +6 |
| RESILIENCE | 3 | 13 | +3 |
| VIGILANCE | 3 | 13 | +3 |
| EGO | 0 | 13 | 0 |
| LOGIC | 3 | 13 | +3 |

## DAMAGE

| | dMarvel | MULTIPLIER | | ABILITY |
|---|---|---|---|---|
| MELEE | MARVEL × | 5 | + | 5 |
| AGILITY | MARVEL × | 4 | + | 6 |
| EGO | MARVEL × | 4 | + | 0 |
| LOGIC | MARVEL × | 4 | + | 3 |

## BIOGRAPHY

**Real Name:** Cindy Moon
**Height:** 5'7" **Weight:** 130 lbs. **Gender:** Female
**Eyes:** Brown **Hair:** Black **Size:** Average
**Distinguishing Features:** None
**Occupation:** Journalist
**Origin:** Weird Science
**Teams:** Agents of Atlas, Spider-Army
**Base:** New York City

### HISTORY

As a teenager, Cindy Moon was bitten by the exact same radioactive spider that gave Spider-Man (Peter Parker) his powers. Her own powers proved a powerful lure for the multiversal predator Morlun, so she was locked away in a bunker for her own safety for thirteen years. After learning of Moon's existence, Parker freed her from her bunker, unintentionally launching Morlun's hunt for her once again.

Morlun and his family of hero hunters have since been defeated, and Moon has been reunited with her family. Today, she works as a reporter for J. Jonah Jameson's new outlet, *Threats and Menaces*, and helps save the world as the spider-powered hero Silk.

### PERSONALITY

A decade of nearly complete isolation gave Moon no small amount of social anxiety. Although she's made great strides in the last few years, she still has some trouble socializing, particularly with people she doesn't know well. Despite her fears, Moon's unwavering heroic spirit allows her to push forward in her adventures.

## TRAITS & TAGS

### TRAITS

- Audience
- Combat Reflexes
- **Connections:** Sources
- Eidetic Memory
- Free Running
- Pundit
- Situational Awareness
- Weird

### TAGS

- Heroic
- Secret Identity
- Streetwise

## POWERS

### BASIC

- Combat Trickery
- Evasion
- Integrity
- Mighty 1

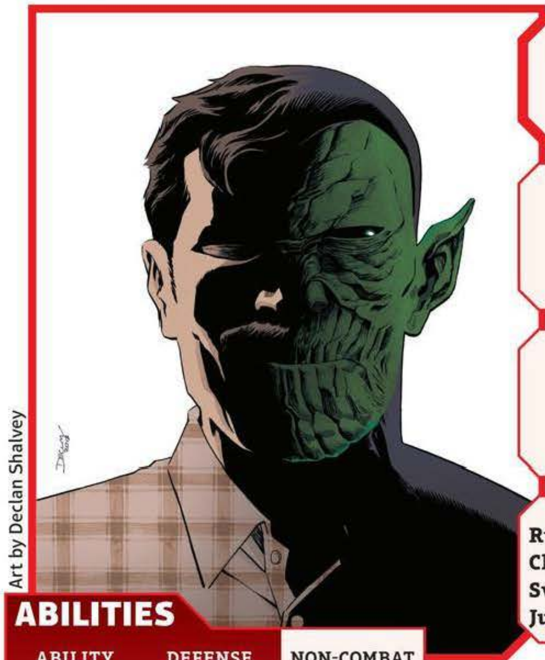
### SPIDER-POWERS

- Jump 1
- Spider-Dodge
- Spider-Pheromones
- Spider-Sense
- Spider-Strike
- Wallcrawling
- Webcasting
- Webgliding
- Webgrabbing
- Webslinging
- Webtrapping

### MELEE WEAPONS (SHARP)

- Fast Attacks
- Hit & Run
- Vicious Attack

# SKRULL



Art by Declan Shalvey

| RANK | KARMA |
|---|---|
| 3 | — |

| HEALTH | DAMAGE REDUCTION |
|---|---|
| 60 | -2 |

| FOCUS | DAMAGE REDUCTION |
|---|---|
| 90 | — |

**SPEED**

**Run:** 10

**Climb:** 5

**Swim:** 5

**Jump:** 5

**INITIATIVE MODIFIER** +2E

## ABILITIES

| | ABILITY SCORE | DEFENSE SCORE | NON-COMBAT CHECKS |
|---|---|---|---|
| MELEE | 2 | 12 | +2 |
| AGILITY | 4 | 14 | +4 |
| RESILIENCE | 2 | 12 | +2 |
| VIGILANCE | 2 | 12 | +2 |
| EGO | 4 | 14 | +4 |
| LOGIC | 1 | 11 | +1 |

## DAMAGE

| | dMarvel | MULTIPLIER | | ABILITY |
|---|---|---|---|---|
| MELEE | × | 3 | + | 2 |
| AGILITY | × | 3 | + | 4 |
| EGO | × | 3 | + | 4 |
| LOGIC | × | 3 | + | 1 |

## TRAITS & TAGS

### TRAITS
- Battle Ready
- Combat Reflexes
- **Connections:** Military (Skrull Empire)
- **Connections:** Outsiders
- Extra Occupation
- Fresh Eyes
- Situational Awareness
- Sneaky
- Stranger

### TAGS
- Alien Heritage
- Extreme Appearance (in natural form)
- Secret Identity (when disguised)
- Villainous

## BIOGRAPHY

**Real Name:** Varies

**Height:** Varies **Weight:** Varies **Gender:** Varies

**Eyes:** Varies **Hair:** Varies **Size:** Average

**Distinguishing Features:** Green-skinned aliens with shape-shifting powers

**Occupation:** Military, Outsider

**Origin:** Alien: Skrull

**Teams:** Skrull Empire

**Base:** Tarnax II

### HISTORY

The aliens commonly known as Skrulls are actually the Deviant variant of their race, created by visiting Celestials in ancient times. Their amazing powers to assume any guise allowed them to drive both the original Skrulls and the Eternal variant Skrulls long extinct.

Over the past ten million years, the Skrull Empire has spread its influence throughout the galaxy—first as traders and then as invaders—conquering hundreds of planets, including the entire Andromeda Galaxy. After Galactus devoured their homeworld, they were scattered among the stars, but they recently allied with their ancient enemies—the Kree—under the leadership of Emperor Dorrek VIII, also known as the Earth hero Hulkling.

### PERSONALITY

The militaristic culture of the Skrull Empire has turned many Skrulls into jingoistic monsters. Few of them would hesitate to give their lives for the Empire. They have been raised to believe that they are the greatest, most worthy race of people in the universe. Other people are inherently lesser and deserve to be conquered.

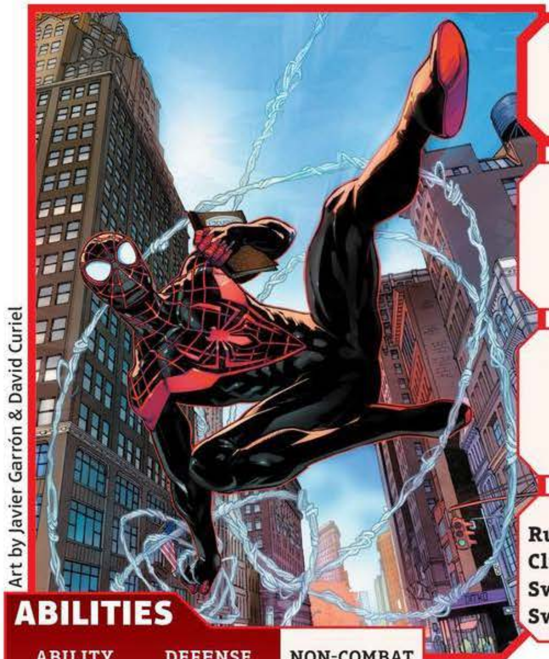
## POWERS

### BASIC
- Disguise
- Shape-Shift

### PLASTICITY
- Extended Reach 2
- Flexible Bones 2
- Flexible Fingers
- Reverse Punch
- Rubberneck
- Slip Free
- Stilt Steps

### RANGED WEAPONS
- Double Tap
- Suppressive Fire

# SPIDER-MAN (MILES MORALES)



Art by Javier Garrón & David Curiel

| RANK | KARMA |
|---|---|
| 3 | 3 |

| HEALTH | DAMAGE REDUCTION |
|---|---|
| 90 | — |

| FOCUS | DAMAGE REDUCTION |
|---|---|
| 60 | — |

**SPEED**

**Run:** 6
**Climb/Jump:** 6
**Swim:** 3
**Swingline:** 18

**INITIATIVE MODIFIER**

+2E

## ABILITIES

| | ABILITY SCORE | DEFENSE SCORE | NON-COMBAT CHECKS |
|---|---|---|---|
| MELEE | 3 | 17 | +4 |
| AGILITY | 5 | 17 | +5 |
| RESILIENCE | 3 | 13 | +3 |
| VIGILANCE | 2 | 12 | +2 |
| EGO | 1 | 11 | +1 |
| LOGIC | 1 | 11 | +1 |

## DAMAGE

| | dMarvel | | MULTIPLIER | | ABILITY |
|---|---|---|---|---|---|
| MELEE | dMarvel | × | 4 | + | 3 |
| AGILITY | dMarvel | × | 3 | + | 5 |
| EGO | dMarvel | × | 3 | + | 1 |
| LOGIC | dMarvel | × | 3 | + | 1 |

## TRAITS & TAGS

### TRAITS

- Combat Reflexes
- Free Running
- Quick Learner
- Surprising Power
- Weird

### TAGS

- Heroic
- **Mentor:** Peter Parker
- **Obligation:** School
- Secret Identity
- Young

## POWERS

### BASIC

- Evasion
- Mighty 1

### SPIDER-POWERS

- Jump 1
- Spider-Dodge
- Spider-Sense
- Spider-Strike
- Venom Blast
- Wallcrawling
- Webcasting
- Webgrabbing
- Webslinging
- Webtrapping

### ILLUSION

- Invisibility

## BIOGRAPHY

**Real Name:** Miles Morales
**Height:** 5'8" **Weight:** 160 lbs. **Gender:** Male
**Eyes:** Brown **Hair:** Black **Size:** Average
**Distinguishing Features:** None
**Occupation:** Student
**Origin:** Weird Science
**Teams:** Champions, Spider-Army
**Base:** New York City

### HISTORY

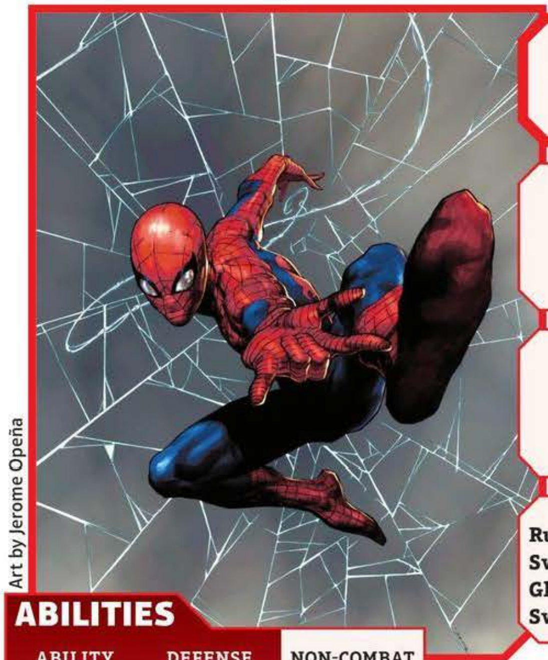
Born in an alternate universe (Earth-1610), high-school student Miles Morales was bitten by a genetically modified spider that granted him amazing spiderlike abilities. After witnessing the death of his universe's Spider-Man (Peter Parker), Morales decided to take on the hero's mantle and become the new Spider-Man.

When Morales' universe was destroyed, he managed to escape to the main Marvel Universe (Earth-616), and the Molecule Man integrated Morales' past life and family into his new home, restoring some of them to life. Today, Morales attends the Brooklyn Visions Academy and adventures alongside the original Spider-Man, the Order of the Web (a team of Spider-Man-related heroes) and the Champions (a team of teenaged heroes), as well as establishing himself as a hero all his own.

### PERSONALITY

Morales is an excellent student and a loyal friend. He remembers little of his old life on Earth-1610, but he is dedicated to making the most of his second chances on Earth-616 with his family. He looks up to Peter Parker as a mentor, but at the same time, he is determined to carve out his own path and become his own kind of hero.

# SPIDER-MAN (PETER PARKER)



Art by Jerome Opeña

**RANK**
4

**KARMA**
4

| HEALTH | DAMAGE REDUCTION |
|---|---|
| 90 | — |

| FOCUS | DAMAGE REDUCTION |
|---|---|
| 90 | — |

**SPEED**
**Run/Climb/Jump:** 6
**Swim:** 3
**Glide:** 12
**Swingline:** 18

**INITIATIVE MODIFIER**
+3E

## ABILITIES

| ABILITY SCORE | | DEFENSE SCORE | NON-COMBAT CHECKS |
|---|---|---|---|
| MELEE | 5 | 19 | +6 |
| AGILITY | 7 | 19 | +7 |
| RESILIENCE | 3 | 13 | +3 |
| VIGILANCE | 3 | 13 | +3 |
| EGO | 0 | 14 | 0 |
| LOGIC | 4 | 14 | +5 |

## DAMAGE

| | dMarvel | | MULTIPLIER | | ABILITY |
|---|---|---|---|---|---|
| MELEE | dMarvel | × | 5 | + | 5 |
| AGILITY | dMarvel | × | 4 | + | 7 |
| EGO | dMarvel | × | 4 | + | 0 |
| LOGIC | dMarvel | × | 5 | + | 4 |

## TRAITS & TAGS

### TRAITS
- Audience
- Combat Reflexes
- **Connections:** Sources
- Free Running
- Inventor
- Pundit
- Scientific Expertise
- Weird

### TAGS
- Heroic
- **Obligation:** Aunt May
- Poor
- Secret Identity

## POWERS

### BASIC
- Brilliance 1
- Combat Trickery
- Evasion
- Inspiration
- Integrity
- Mighty 1
- Wisecracker

### SPIDER-POWERS
- Jump 1
- Spider-Dodge
- Spider-Sense
- Spider-Strike
- Wallcrawling
- Webcasting
- Webgliding
- Webgrabbing
- Webslinging
- Webtrapping

## BIOGRAPHY

**Real Name:** Peter Parker
**Height:** 5'10" **Weight:** 170 lbs. **Gender:** Male
**Eyes:** Hazel **Hair:** Brown **Size:** Average
**Distinguishing Features:** None
**Occupation:** Journalist
**Origin:** Weird Science
**Teams:** Avengers, Fantastic Four, Spider-Army
**Base:** New York City

### HISTORY

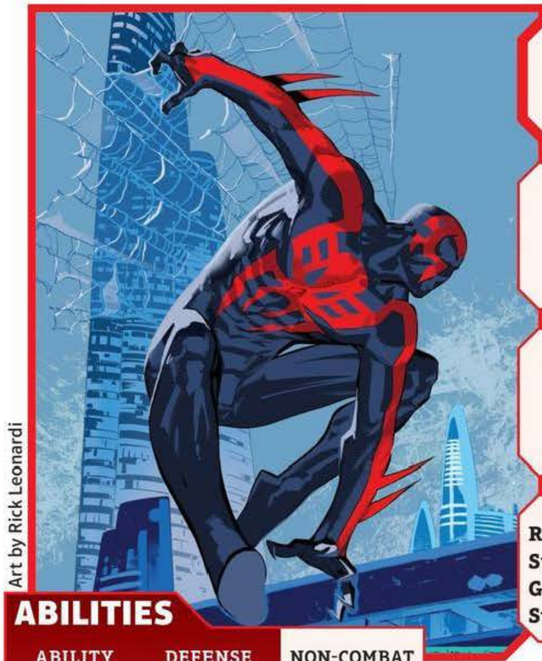
Bitten by a radioactive spider when he was in high school, Peter Parker gained a suite of spider-related powers. He exploited them for profit until he let a robber get away who later shot and killed his Uncle Ben in a botched burglary, driving home the lesson "with great power there must also come great responsibility." Since then, Parker has dedicated himself to fighting crime and helping those who have less power than him.

Over the years, Parker has been cloned, discovered one of his costumes was an alien symbiote and learned more about his deep connection to the Spider-Totem. At the same time, he's battled against the most colorful rogues' gallery around. Meanwhile, he's met up with several different variations of Spider-Man hailing from alternate dimensions, including the younger Miles Morales, also known as Spider-Man.

### PERSONALITY

Parker is a genius who often lets his sense of responsibility get in the way of taking care of the basics of his life. He's known for his sharp wit and his wisecracking ways, which he often uses to enrage his foes. Despite the problems that often plague his personal life, it's rare that he lets feeling sorry for himself stop him from helping others, especially when he's in costume, webswinging through the city's streets.

# SPIDER-MAN 2099 (MIGUEL O'HARA)



Art by Rick Leonardi

| RANK | KARMA |
|---|---|
| 4 | 4 |

| HEALTH | DAMAGE REDUCTION |
|---|---|
| 90 | — |

| FOCUS | DAMAGE REDUCTION |
|---|---|
| 60 | — |

**SPEED**

**Run/Climb/Jump:** 6
**Swim:** 3
**Glide:** 12
**Swingline:** 18

**INITIATIVE MODIFIER**
+2E

## BIOGRAPHY

**Real Name:** Miguel O'Hara
**Height:** 5'10" **Weight:** 170 lbs. **Gender:** Male
**Eyes:** Red **Hair:** Brown **Size:** Average
**Distinguishing Features:** Fangs, retractable talons, spinnerets
**Occupation:** Scientist
**Origin:** Weird Science
**Teams:** Spider-Army
**Base:** New York City

### HISTORY

Born in a dystopic alternate future (Earth-928), Miguel O'Hara became a brilliant geneticist under the employ of the powerful Alchemax corporation. After being pressured into performing a genetic experiment that killed its subject, Miguel attempted to resign from Alchemax, but his bosses instead injected Miguel with a high dose of an addictive drug that only they could supply.

To find a cure for his addiction, Miguel redid his dangerous genetic experiment, splicing his own DNA with that of a spider. It cured Miguel of his addiction but mutated his body, giving him spider-powers.

Today, having eliminated his potential future while time-traveling to the present day, Miguel resides in Earth-616.

### PERSONALITY

Miguel is a serious crimefighter and a brilliant scientist. While he has a particular hatred for the type of corporate evildoers who forced him to mutate his own body, Miguel will fight anyone who threatens the safety of innocents.

## ABILITIES

| ABILITY SCORE | | DEFENSE SCORE | NON-COMBAT CHECKS |
|---|---|---|---|
| 6 | MELEE | 16 | +7 |
| 5 | AGILITY | 17 | +5 |
| 3 | RESILIENCE | 13 | +3 |
| 2 | VIGILANCE | 12 | +2 |
| 0 | EGO | 14 | 0 |
| 4 | LOGIC | 14 | +4 |

## DAMAGE

| | dMarvel | MULTIPLIER | | ABILITY |
|---|---|---|---|---|
| MELEE | × | 5 | + | 6 |
| AGILITY | × | 4 | + | 5 |
| EGO | × | 4 | + | 0 |
| LOGIC | × | 4 | + | 4 |

## TRAITS & TAGS

### TRAITS

- Beguiling
- Combat Reflexes
- Free Running
- Inventor
- Scientific Expertise
- Situational Awareness
- Weird

### TAGS

- Extreme Appearance
- Heroic
- Hounded
- Lab Access
- Public Identity

## POWERS

### BASIC

- Combat Trickery
- Heightened Senses 1
- Integrity
- Mighty 1

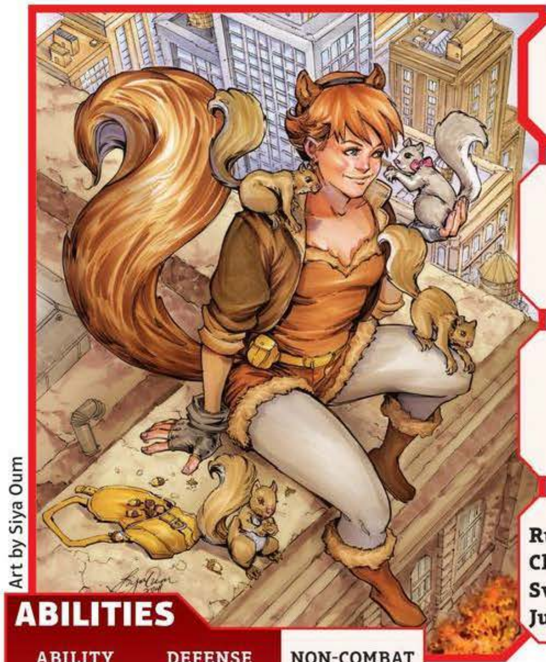
### SPIDER-POWERS

- Jump 1
- Spider-Dodge
- Spider-Sense
- Spider-Strike
- Wallcrawling
- Webcasting
- Webgliding
- Webgrabbing
- Webslinging
- Webtrapping

### MELEE WEAPONS (SHARP)

- Exploit
- Fast Attacks
- Hit & Run
- Vicious Attack

# SQUIRREL GIRL



Art by Siya Oum

| RANK | KARMA |
|---|---|
| 3 | 3 |

| HEALTH | DAMAGE REDUCTION |
|---|---|
| 60 | — |

| FOCUS | DAMAGE REDUCTION |
|---|---|
| 60 | — |

**SPEED**

**Run:** 5
**Climb:** 5
**Swim:** 3
**Jump:** 3

**INITIATIVE MODIFIER** +2

## ABILITIES

| | ABILITY SCORE | DEFENSE SCORE | NON-COMBAT CHECKS |
|---|---|---|---|
| MELEE | 3 | 13 | +5 |
| AGILITY | 3 | 13 | +3 |
| RESILIENCE | 2 | 12 | +2 |
| VIGILANCE | 2 | 12 | +2 |
| EGO | 6 | 16 | +6 |
| LOGIC | 1 | 11 | +1 |

## DAMAGE

| | dMarvel | MULTIPLIER | | ABILITY |
|---|---|---|---|---|
| MELEE | dMarvel × | 5 | + | 3 |
| AGILITY | dMarvel × | 3 | + | 3 |
| EGO | dMarvel × | 3 | + | 6 |
| LOGIC | dMarvel × | 3 | + | 1 |

## TRAITS & TAGS

### Traits

- Combat Reflexes
- Glibness
- Honest
- Quick Learner

### Tags

- Extreme Appearance
- Heroic
- **Mentor:** Nancy Whitehead
- Mysterious
- **Obligation:** School
- Public Identity

## BIOGRAPHY

**Real Name:** Doreen Green
**Height:** 5'3" **Weight:** 135 lbs. **Gender:** Female
**Eyes:** Brown **Hair:** Brown **Size:** Average
**Distinguishing Features:** Squirrel tail
**Occupation:** Student
**Origin:** Unknown
**Teams:** Great Lakes Avengers, S.H.I.E.L.D.
**Base:** New York City

### HISTORY

Born with the proportionate speed and strength of a squirrel, Doreen Green has been fighting super villains since she was 14. In less than a decade, Squirrel Girl has personally prevented worldwide disaster at the hands of villains as powerful as Thanos and Galactus. Squirrel Girl's exploits have never made her famous, in no small part because people in the media tend to find her squirrel powers a little silly. While Green can communicate with all sorts of squirrels, she has a special bond with one she named Tippy-Toe, who has fought crime by her side for the longest.

More recently, Green has enrolled in the computer science program at Empire State University. Despite her collegiate studies, Green still finds the time to help protect the people of NYC.

### PERSONALITY

Relentlessly happy-go-lucky, Doreen Green has a lot of faith in the goodness of others, even villains. She prefers to solve problems without violence if it can be helped, and she's talked villains out of committing crimes about as often as she's actually defeated them. Green's ideal world would be one in which everyone could just chill out with one another peacefully.

## POWERS

### BASIC

- Heightened Senses 1
- Inspiration
- Mighty 2

### SPIDER-POWERS

- Jump 1
- Wallcrawling

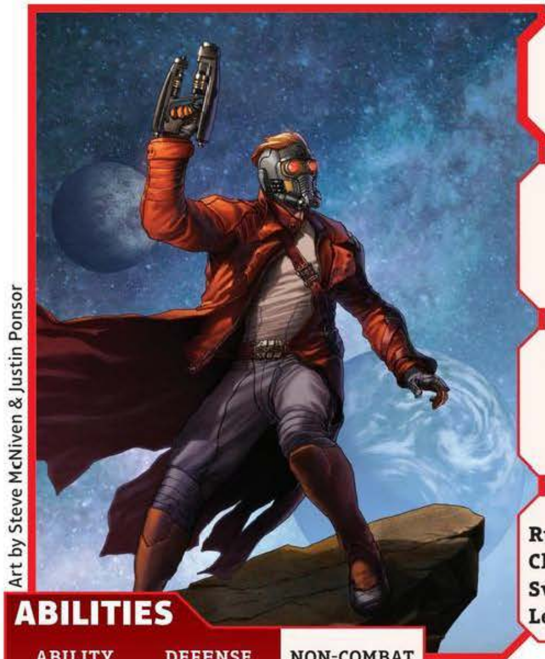
### SUPER-STRENGTH

- Banging Heads
- Clobber

### TELEPATHY

- Animal Bond (Tippy-Toe)
- Animal Communication (Squirrels)

# STAR-LORD


Art by Steve McNiven & Justin Ponsor

**RANK** 5

**KARMA** 5

**HEALTH** 150

**DAMAGE REDUCTION** -1

**FOCUS** 120

**DAMAGE REDUCTION** —

**SPEED**
**Run:** 6
**Climb:** 3
**Swim:** 3
**Levitation:** 6

**INITIATIVE MODIFIER** +4

## ABILITIES

| | ABILITY SCORE | DEFENSE SCORE | NON-COMBAT CHECKS |
|---|---|---|---|
| MELEE | 4 | 14 | +3 |
| AGILITY | 6 | 16 | +7 |
| RESILIENCE | 5 | 15 | +5 |
| VIGILANCE | 4 | 14 | +4 |
| EGO | 3 | 13 | +3 |
| LOGIC | 3 | 13 | +3 |

## DAMAGE

| | dMarvel | | MULTIPLIER | | ABILITY |
|---|---|---|---|---|---|
| MELEE | MARVEL | × | 5 | + | 4 |
| AGILITY | MARVEL | × | 6 | + | 6 |
| EGO | MARVEL | × | 5 | + | 3 |
| LOGIC | MARVEL | × | 5 | + | 3 |

## TRAITS & TAGS

### TRAITS

- Combat Reflexes
- **Connections:** Super Heroes
- Eidetic Memory
- Fearless
- Iron Will
- Piloting
- Tech Reliance

### TAGS

- Alien Heritage
- Black Market Access
- Heroic
- Linguist (translator implant)
- Public Identity
- Streetwise

## BIOGRAPHY

**Real Name:** Peter Jason Quill
**Height:** 6'2" **Weight:** 175 lbs. **Gender:** Male
**Eyes:** Blue **Hair:** Blond **Size:** Average
**Distinguishing Features:** Glowing left eye (formerly cybernetic), sun tattoo on right hand
**Occupation:** Adventurer
**Origin:** Alien
**Teams:** Guardians of the Galaxy, United Front
**Base:** Mobile

### HISTORY

Quill grew up without a father, unaware that his mother, Meredith Quill, had conceived him during an affair with a humanoid alien named J'son, the heir to the interstellar Spartax Empire. As a young adult, he worked as a NASA mechanic, but after being fired, he stole a Kree space ship and escaped to the stars. The space pirates known as the Ravagers found him stranded in space, and their leader, Yondu, allowed him to join their crew. He eventually turned against them and set out on his own, calling himself Star-Lord.

Quill learned of his father's identity but refused to join him and rule Spartax. Instead, he helped defeat the massive galactic threats mounted by both Annihilus and then Ultron, after which he formed a group of adventurers known as the Guardians of the Galaxy. Quill recently gained the title Master of the Sun (along with some new powers) and spent over a hundred years adventuring in another dimension before returning to his home reality.

In addition to his powers, Quill carries the Element Gun (which allows him to fire different elements), and he wears a space helmet that protects him in outer space, provides him with air to breathe, and allows him to remotely pilot a linked starship.

### PERSONALITY

Quill is a natural leader who exudes confidence, even when it's unjustified. He thinks of himself as a principled thief, an outlaw with standards. Despite his disdain for rulers, when he found himself elected as the first president of Spartax, he rose to the occasion—until he was ousted and became an outlaw again.

Quill is often wracked with guilt over the mistakes he's made, some of which have cost hundreds of thousands of lives, but he does his best to cover those with his bravado and his natural charm. Time has helped heal those wounds.

## POWERS

### BASIC

- Accuracy 1
- Combat Trickery
- Environmental Protection (space helmet)
- Healing Factor
- Heightened Senses
- **Iconic Weapon:** Element Gun [Can pick elemental effect from air, earth, fire, water, or energy; returns when summoned]
- Inspiration
- Sturdy 1
- Wisecracker

### ELEMENTAL CONTROL

- Elemental Barrage (Element Gun)
- Elemental Blast (Element Gun)
- Elemental Burst (Element Gun)

### ILLUSION

- Illumination

### MARTIAL ARTS

- Attack Stance
- Defense Stance
- Do This All Day

### TELEKINESIS

- Levitation

### TACTICS

- Battle Plan
- Change of Plans
- Combat Support

# STORM

Art by Leinil Francis Yu & Sunny Gho

| RANK | KARMA |
|---|---|
| 4 | 4 |

| HEALTH | DAMAGE REDUCTION |
|---|---|
| 90 | — |

| FOCUS | DAMAGE REDUCTION |
|---|---|
| 120 | -3 |

**SPEED**

**Run:** 5

**Climb:** 3

**Swim:** 3

**Flight:** 20

**INITIATIVE MODIFIER** +4

## ABILITIES

| | ABILITY SCORE | DEFENSE SCORE | NON-COMBAT CHECKS |
|---|---|---|---|
| MELEE | 4 | 14 | +4 |
| AGILITY | 3 | 13 | +3 |
| RESILIENCE | 3 | 13 | +3 |
| VIGILANCE | 4 | 14 | +4 |
| EGO | 4 | 14 | +5 |
| LOGIC | 2 | 12 | +2 |

## DAMAGE

| | dMarvel | MULTIPLIER | | ABILITY |
|---|---|---|---|---|
| MELEE | dMarvel × | 4 | + | 4 |
| AGILITY | dMarvel × | 4 | + | 3 |
| EGO | dMarvel × | 5 | + | 4 |
| LOGIC | dMarvel × | 4 | + | 2 |

## TRAITS & TAGS

### TRAITS

- Beguiling
- Combat Expert
- Combat Reflexes
- **Connections:** Super Heroes
- Extra Occupation
- Fearless
- Presence

### TAGS

- Authority
- Black Market Access
- Heroic
- Hounded
- Krakoan
- Powerful
- Public Identity
- Streetwise
- X-Gene

## BIOGRAPHY

**Real Name:** Ororo Munroe

**Height:** 5'11" **Weight:** 145 lbs. **Gender:** Female

**Eyes:** Blue **Hair:** White **Size:** Average

**Distinguishing Features:** Her eyes turn white when using her powers

**Occupation:** Adventurer, Leader

**Origin:** Mutant

**Teams:** Avengers, Gods of Wakanda, Marauders (Pryde's team), Quiet Council of Krakoa, X-Men

**Base:** Krakoa, Wakanda

### HISTORY

The latest in a long line of witch-priestesses from Africa, Ororo Munroe was orphaned during a war in Egypt and wound up living on the streets of Cairo as a thief. Later, Professor X found her and convinced her to join the X-Men where she quickly became one of the team's strongest members and has long served as one of its leaders.

Munroe fell in love with and married the Black Panther (T'Challa), but conflict between the X-Men and the Avengers led to their marriage being annulled. She has since reconciled with him, but she spends much of her time on the island of Krakoa, serving in the government there, while his duties require him to live in Wakanda.

### PERSONALITY

Munroe is a force of nature in her powers and her personality. She is comfortable as a thief and a queen, and she is majestic in both roles. Despite her regal nature, she has a sharp sense of humor.

## POWERS

### BASIC

- Discipline 1
- Flight 2
- Inspiration
- Uncanny 3

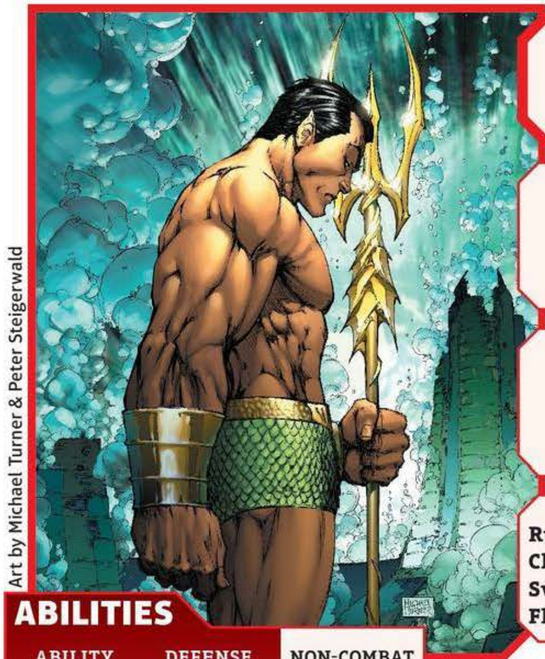
### ELEMENTAL CONTROL (ELECTRICITY)

- Elemental Barrage
- Elemental Blast
- Elemental Burst
- Elemental Ricochet

### WEATHER CONTROL

- Control Fog
- Control Weather 3
- Thunder
- Weather Chill
- Weather Warm

# SUB-MARINER (NAMOR)



Art by Michael Turner & Peter Steigerwald

| | |
|---|---|
| **RANK** | 4 |
| **KARMA** | — |
| **HEALTH** | 90 |
| **DAMAGE REDUCTION** | -2 |
| **FOCUS** | 90 |
| **DAMAGE REDUCTION** | — |
| **INITIATIVE MODIFIER** | +3 |

**SPEED**

**Run:** 5

**Climb:** 3

**Swim:** 12

**Flight:** 20

## ABILITIES

| | ABILITY SCORE | DEFENSE SCORE | NON-COMBAT CHECKS |
|---|---|---|---|
| MELEE | 6 | 16 | +9 |
| AGILITY | 4 | 14 | +4 |
| RESILIENCE | 3 | 13 | +3 |
| VIGILANCE | 3 | 13 | +3 |
| EGO | 3 | 13 | +3 |
| LOGIC | 1 | 11 | +1 |

## DAMAGE

| | dMarvel | | MULTIPLIER | | ABILITY |
|---|---|---|---|---|---|
| MELEE | dMarvel | × | 7 | + | 6 |
| AGILITY | dMarvel | × | 4 | + | 4 |
| EGO | dMarvel | × | 4 | + | 3 |
| LOGIC | dMarvel | × | 4 | + | 1 |

## TRAITS & TAGS

### TRAITS

- **Anathema:** Extreme Heat/ Flame
- Combat Expert
- **Connections:** Outsiders
- Extra Occupation
- Extraordinary Origin
- Fresh Eyes
- Presence
- Public Speaking
- Stranger

### TAGS

- Amphibious
- Authority
- **Headquarters:** Atlantis
- Krakoan
- Powerful
- Public Identity
- X-Gene

## BIOGRAPHY

**Real Name:** Namor McKenzie

**Height:** 6'2" **Weight:** 278 lbs. **Gender:** Male

**Eyes:** Blue **Hair:** Black **Size:** Average

**Distinguishing Features:** Gills, pointed ears and small ankle wings

**Occupation:** Leader, Outsider

**Origin:** Atlantean, Mutant

**Teams:** Atlantean Royal Family, Avengers

**Base:** Atlantis

### HISTORY

Born a mutant, half-human Atlantean prince, Namor fought alongside the Allies in World War II, joining the Invaders and the All-Winners Squad. In the 1950s, the Serpent Crown was used to wipe his memory, and he spent decades as a confused vagrant, until the Human Torch (Johnny Storm) stumbled upon him. Returning to Atlantis, Namor took back the throne that was his birthright and ruled as the king.

In the years since, Namor has fended off coup attempts and led attacks against the surface world in retaliation for their abuse of the oceans. He allies himself with those who support Atlantean interests. As such, he has joined the Avengers and Defenders, but he also has allied himself with villains like Doctor Doom.

### PERSONALITY

Namor has a regal bearing and a tendency to condescend toward others, coupled with a short temper for those condescending toward him. Despite his pompous manner, he truly cares for his subjects.

### MUTANT STATUS

Namor is a mutant Atlantean. This combination of origins removes the standard Atlantean traits Breathe Different and Enhanced Physique and the tag Extreme Appearance. It also removes the mutant tag Hounded. While he technically has the right to be Krakoan, he generally refuses to use it.

## POWERS

### BASIC

- Flight 2
- Heightened Senses 1
- Mighty 3
- Sturdy 2

### ELEMENTAL CONTROL (WATER)

- Elemental Barrage
- Elemental Blast
- Elemental Burst

### SUPER-SPEED

- Speed Swim

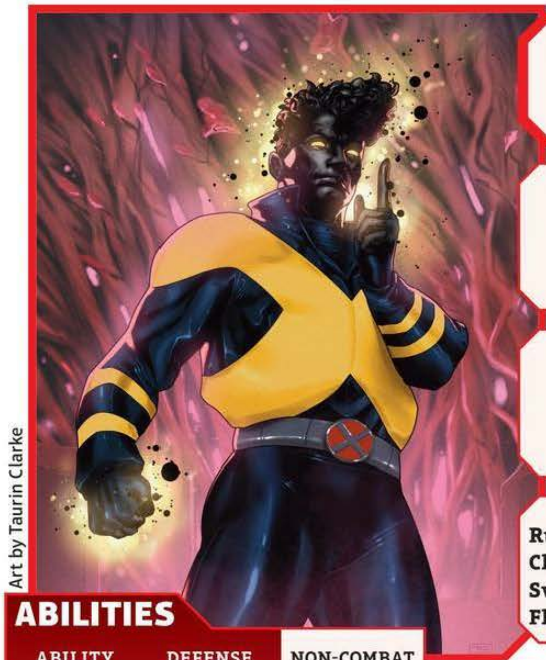
### SUPER-STRENGTH

- Clobber
- Crushing Grip
- Smash

### TELEPATHY

- Animal Communication (Fish)

# SUNSPOT



Art by Taurin Clarke

| RANK | KARMA |
|---|---|
| 5 | 5 |

| HEALTH | DAMAGE REDUCTION |
|---|---|
| 90 | — |

| FOCUS | DAMAGE REDUCTION |
|---|---|
| 90 | — |

**SPEED**

**Run:** 6
**Climb:** 3
**Swim:** 3
**Flight:** 30

**INITIATIVE MODIFIER** +3

## ABILITIES

| | ABILITY SCORE | DEFENSE SCORE | NON-COMBAT CHECKS |
|---|---|---|---|
| MELEE | 3 | 13 | +5 |
| AGILITY | 6 | 16 | +6 |
| RESILIENCE | 3 | 13 | +3 |
| VIGILANCE | 3 | 13 | +3 |
| EGO | 8 | 18 | +9 |
| LOGIC | 2 | 12 | +2 |

## DAMAGE

| | dMarvel | | MULTIPLIER | | ABILITY |
|---|---|---|---|---|---|
| MELEE | dMarvel | × | 7 | + | 3 |
| AGILITY | dMarvel | × | 5 | + | 6 |
| EGO | dMarvel | × | 6 | + | 8 |
| LOGIC | dMarvel | × | 5 | + | 2 |

## BIOGRAPHY

**Real Name:** Roberto “Bobby” Da Costa
**Height:** 5'8" **Weight:** 170 lbs. **Gender:** Male
**Eyes:** Brown **Hair:** Black **Size:** Average
**Distinguishing Features:** Body cloaked in darkness (when powers are active)
**Occupation:** Tycoon
**Origin:** Mutant
**Teams:** Great Ring of Arakko, New Mutants, X-Men
**Base:** Arakko

### HISTORY

Wealthy Brazilian heir Bobby Da Costa’s powers manifested suddenly in his teen years when he accidentally punched a racist bully halfway across a soccer field. Pursued by an organization of mutant-hating evildoers, Da Costa found his way into the care of Charles Xavier (Professor X) and became a founding member of the New Mutants.

Bobby used his wealth as well as his powers to help not only the X-Men but the Avengers. He even purchased A.I.M. at one point and transformed the organization into one dedicated to doing good. He died during the War of the Realms, but he was later resurrected on Krakoa.

### PERSONALITY

Sunspot is a strong conversationalist and orator. He has a talent for relating to others, making him an effective team manager. Bobby rarely turns his nose up at an opportunity for a good joke or a bit of fun.

## TRAITS & TAGS

### TRAITS

- Combat Expert
- **Connections:** Celebrities
- Dealmaker
- Enduring Constitution
- Famous
- Glibness
- Public Speaking

### TAGS

- Extreme Appearance (when using powers)
- Heroic
- Hounded
- Krakoan
- **Linguist:** Askani, English, Portuguese, Spanish
- Public Identity
- Rich
- X-Gene

## POWERS

### BASIC

- Discipline 1
- Flight 2
- Inspiration
- Mighty 2

### ELEMENTAL CONTROL (ENERGY)

- Elemental Barrage
- Elemental Barrier
- Elemental Blast
- Elemental Burst
- Elemental Form
- Elemental Protection 1 (10 points to shatter)
- Elemental Push
- Elemental Ricochet
- Supernova

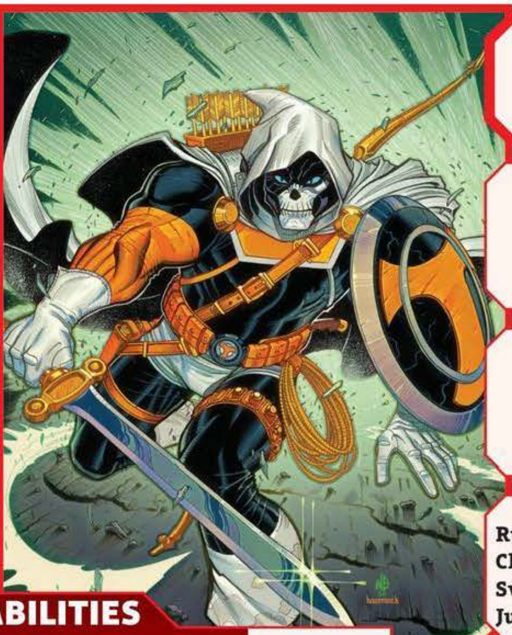
### MARTIAL ARTS

- Attack Stance
- Defense Stance

### TACTICS

- Battle Plan
- Change of Plans
- Combat Support

# TASKMASTER



Art by Nick Bradshaw & John Rauch

| RANK | KARMA |
|---|---|
| 3 | — |

| HEALTH | DAMAGE REDUCTION |
|---|---|
| 60 | -1 |

| FOCUS | DAMAGE REDUCTION |
|---|---|
| 90 | — |

| SPEED | INITIATIVE MODIFIER |
|---|---|
| **Run:** 6<br>**Climb:** 3<br>**Swim:** 3<br>**Jump:** 3 | +3E |

## ABILITIES

| | ABILITY SCORE | DEFENSE SCORE | NON-COMBAT CHECKS |
|---|---|---|---|
| MELEE | 2 | 12 | +2 |
| AGILITY | 5 | 15 | +6 |
| RESILIENCE | 2 | 12 | +2 |
| VIGILANCE | 3 | 13 | +3 |
| EGO | 2 | 12 | +2 |
| LOGIC | 1 | 11 | +1 |

## DAMAGE

| | dMarvel | MULTIPLIER | | ABILITY |
|---|---|---|---|---|
| MELEE | dMarvel × | 3 | + | 2 |
| AGILITY | dMarvel × | 4 | + | 5 |
| EGO | dMarvel × | 3 | + | 2 |
| LOGIC | dMarvel × | 3 | + | 1 |

## BIOGRAPHY

**Real Name:** Anthony "Tony" Masters
**Height:** 6'2" **Weight:** 220 lbs. **Gender:** Male
**Eyes:** Brown **Hair:** Brown **Size:** Average
**Distinguishing Features:** Skull mask
**Occupation:** Criminal
**Origin:** Unknown
**Teams:** Hydra, S.H.I.E.L.D.
**Base:** Mobile

### HISTORY

Tony Masters was born with photographic reflexes granting him the uncanny ability to perfectly mimic any fighting technique he witnesses. He spent years studying professional athletes and warriors, slowly building himself into one of the greatest hand-to-hand fighters on the planet.

Hoping to use his powers for good, Tony joined S.H.I.E.L.D., where he was dosed with an experimental variant of the Super-Soldier Serum, which enhanced his body but erased his memories. The amnesiac Tony donned a skull mask and decided to put his skills to more profitable uses, becoming the mercenary Taskmaster.

### PERSONALITY

Tony lacks any lofty political goals. He just loves to fight. Getting paid for it is just frosting on the cupcake. He eventually regained his memories of his time as a S.H.I.E.L.D. agent, but he kept on as a mercenary. He enjoys being the Taskmaster too much to let it go.

## TRAITS & TAGS

### TRAITS

- Bloodthirsty
- Combat Reflexes
- **Connections:** Criminal
- Situational Awareness

### TAGS

- Black Market Access
- Hunted
- Mysterious
- Secret Identity
- Streetwise
- Villainous

## POWERS

### BASIC

- Accuracy 1

### MARTIAL ARTS

- Attack Stance
- Defense Stance
- Fast Strikes

### MELEE WEAPONS (SHARP)

- Exploit
- Vicious Attack

### POWER CONTROL

- Clone Moves

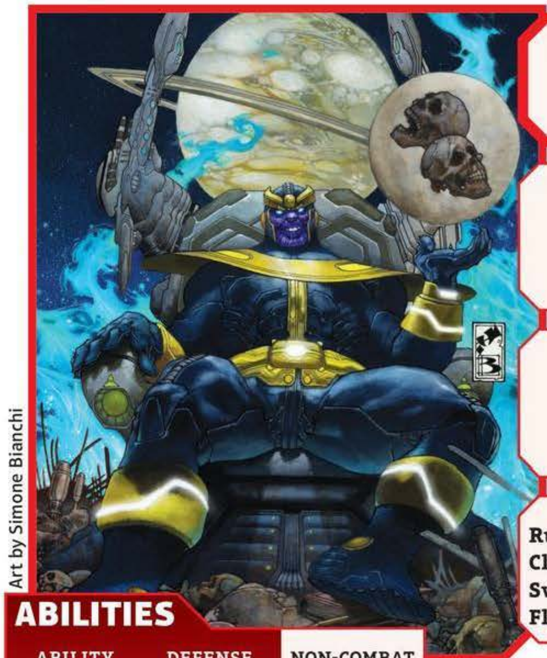
### RANGED WEAPONS

- Double Tap
- Snap Shooting

### SHIELD BEARER

- Do This All Day
- Shield 1
- Shield Bash

# THANOS



Art by Simone Bianchi

| RANK | KARMA |
|---|---|
| 6 | — |

| HEALTH | DAMAGE REDUCTION |
|---|---|
| 210 | -4 |

| FOCUS | DAMAGE REDUCTION |
|---|---|
| 90 | -3 |

**SPEED**
**Run:** 6
**Climb:** 3
**Swim:** 3
**Flight:** 36

**INITIATIVE MODIFIER** +3

## ABILITIES

| | ABILITY SCORE | DEFENSE SCORE | NON-COMBAT CHECKS |
|---|---|---|---|
| MELEE | 9 | 18 | +13 |
| AGILITY | 4 | 13 | +6 |
| RESILIENCE | 7 | 17 | +7 |
| VIGILANCE | 3 | 13 | +3 |
| EGO | 5 | 15 | +7 |
| LOGIC | 3 | 13 | +5 |

## DAMAGE

| | dMarvel | MULTIPLIER | | ABILITY |
|---|---|---|---|---|
| MELEE | × | 10 | + | 9 |
| AGILITY | × | 8 | + | 4 |
| EGO | × | 8 | + | 5 |
| LOGIC | × | 8 | + | 3 |

## TRAITS & TAGS

### TRAITS

- Battle Ready
- Big (Reach 2)
- Bloodthirsty
- Combat Expert
- **Connections:** Outsiders
- Enhanced Physique
- Fresh Eyes
- Iron Will
- Stranger

### TAGS

- Eternally Immortal
- Extreme Appearance
- Mahd Wy'ry
- Public Identity
- Villainous

## POWERS

### BASIC

- Accuracy 2
- Brilliance 2
- Discipline 2
- Flight 2
- Mighty 4
- Sturdy 4
- Uncanny 3

### ELEMENTAL CONTROL (ENERGY)

- Elemental Barrage
- Elemental Blast
- Elemental Burst

### SUPER-STRENGTH

- Clobber
- Ground-Shaking Stomp
- Immovable
- Smash
- Unrelenting Smash

## BIOGRAPHY

**Real Name:** Thanos
**Height:** 6'7" **Weight:** 985 lbs. **Gender:** Male
**Eyes:** Red **Hair:** None **Size:** Big
**Distinguishing Features:** Chin furrows, purple skin
**Occupation:** Outsider
**Origin:** Eternal
**Teams:** The Eternals
**Base:** Mobile

### HISTORY

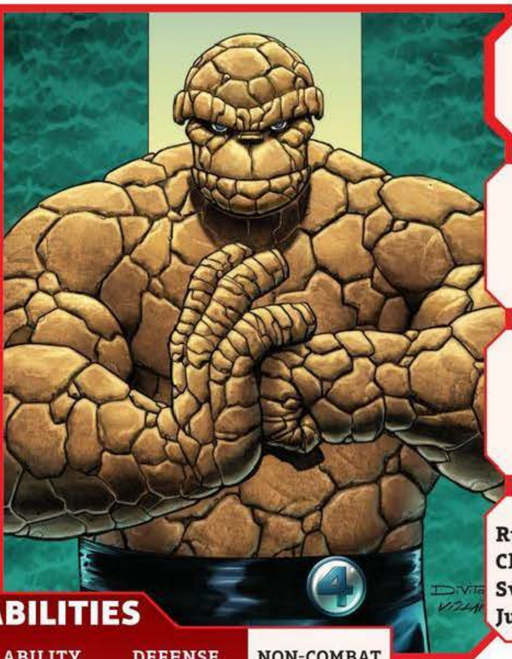
Although his parents are Eternals, Thanos was born on Titan (a moon of Saturn) with a rare genetic mutation giving him the appearance of a Deviant. Shunned by Eternal society for his resemblance to their ancient enemies, only one young woman dared to keep him company, and he fell for her hard. The woman eventually revealed herself to be the embodiment of Death, and to win her favor, Thanos set out to kill everyone in the universe.

Thanos has come close to achieving his ambitions a few times, once killing half the universe with a single snap of his fingers. However, his plans to exterminate all life have all been foiled in the end, often with the aid of his adopted daughters, Nebula and Gamora.

### PERSONALITY

Although often referred to as the Mad Titan, Thanos is both serious and eloquent. His murderous motives are born out of deep-seated feelings of loneliness and his lust for Death.

# THING



Art by Andrea Di Vito & Laura Villari

| RANK | KARMA |
|---|---|
| 5 | 5 |

| HEALTH | DAMAGE REDUCTION |
|---|---|
| 240 | -4 |

| FOCUS | DAMAGE REDUCTION |
|---|---|
| 120 | — |

**SPEED**

**Run:** 6

**Climb:** 3

**Swim:** 3

**Jump:** 30

| INITIATIVE MODIFIER |
|---|
| +4 |

## ABILITIES

| | ABILITY SCORE | DEFENSE SCORE | NON-COMBAT CHECKS |
|---|---|---|---|
| MELEE | 8 | 17 | +11 |
| AGILITY | 3 | 12 | +3 |
| RESILIENCE | 8 | 18 | +8 |
| VIGILANCE | 4 | 14 | +4 |
| EGO | 4 | 14 | +4 |
| LOGIC | 1 | 11 | +1 |

## DAMAGE

| | dMarvel | | MULTIPLIER | | ABILITY |
|---|---|---|---|---|---|
| MELEE | dMarvel | × | 8 | + | 8 |
| AGILITY | dMarvel | × | 5 | + | 3 |
| EGO | dMarvel | × | 5 | + | 4 |
| LOGIC | dMarvel | × | 5 | + | 1 |

## TRAITS & TAGS

### TRAITS

- Abrasive
- Big (Reach 2)
- Combat Expert
- **Connections:** Super Heroes
- Fearless
- Iron Will
- Piloting
- Weird

### TAGS

- Black Market Access
- **Enemy:** Doctor Doom
- Extreme Appearance
- **Headquarters:** 4 Yancy Street
- Heroic
- Lab Access
- Public Identity

## BIOGRAPHY

**Real Name:** Benjamin Jacob "Ben" Grimm

**Height:** 6' **Weight:** 500 lbs. **Gender:** Male

**Eyes:** Blue **Hair:** None **Size:** Big

**Distinguishing Features:** Four digits on each limb, rocky skin

**Occupation:** Adventurer

**Origin:** Weird Science

**Teams:** Fantastic Four

**Base:** New York City

### HISTORY

As an experienced test pilot, Ben Grimm jumped at the opportunity to join his old college buddy Reed Richards on an experimental space mission. Just after takeoff, the ship was bombarded by cosmic rays, forcing them to make an emergency landing. Back on Earth, the crew realized they each had been uniquely transformed. Ben's skin had turned rocky and hard, giving him a monstrous appearance. Although horrified by his new visage, Ben joined the rest of the crew to form the Fantastic Four.

Ben has since married the blind sculptor Alicia Grimm (née Masters) and adopted two kids: a Kree boy named Jo-Venn and a Skrull daughter named N'Kalla.

### PERSONALITY

Ben can be gruff and combative and does not take slights against himself or his friends lightly. Years of living in the public eye have allowed him to reach some level of peace with his appearance, but it's still a sore spot. When determined, Grimm will never quit, even when it seems as though he has reached the limit of his strength.

## POWERS

### BASIC

- Brawling
- Combat Trickery
- Mighty 3
- Sturdy 4
- Wisdom

### SUPER-STRENGTH

- Banging Heads
- Clobber
- Crushing Grip
- Ground-Shaking Stomp
- Immovable
- Jump 3
- Quick Toss
- Smash
- Unrelenting Smash

# THOR (JANE FOSTER)

Art by Russell Dauterman & Matthew Wilson

**RANK** 5

**KARMA** 5

| HEALTH | DAMAGE REDUCTION |
|---|---|
| 120 | -2 |

| FOCUS | DAMAGE REDUCTION |
|---|---|
| 120 | — |

**SPEED**
**Run:** 5
**Climb:** 3
**Swim:** 3
**Flight:** 25

**INITIATIVE MODIFIER** +3

## BIOGRAPHY

**Real Name:** Jane Foster
**Height:** 5'7"/5'9" **Weight:** 135 lbs./450 lbs.
**Gender:** Female
**Eyes:** Brown **Hair:** Brown/blond **Size:** Average
**Distinguishing Features:** None
**Occupation:** Health Care Worker
**Origin:** Mythic: Asgardian, Special Training
**Teams:** Avengers
**Base:** New York City, Asgard

### HISTORY

Jane Foster served as a nurse for Doctor Donald Blake, the alter ego of Thor Odinson, with whom she fell in love. Thor's father, Odin, separated them, though, and Foster went on to become a doctor herself, as well as a wife and mother. She later divorced her husband, who retained custody of their son.

While Foster battled breast cancer, Thor Odinson lost the ability to use his magic hammer, Mjolnir. The hammer reached out to Foster, who took possession of it and gained the power of Thor. Odinson gave his blessing and approved of Foster using the name Thor. Becoming Thor purged Foster's body of the chemotherapy drugs fighting her cancer, though and after a series of adventures that nearly killed her, she gave up being Thor and succesfully fought her cancer. She later became a Valkyrie to help shepherd the souls of dead heroes to Valhalla.

### PERSONALITY

Foster is smart, capable and determined, able to stand up to Asgardian gods. Life has not always been kind to her, but she's survived it all and come out more independent and capable than ever.

## ABILITIES

| | ABILITY SCORE | DEFENSE SCORE | NON-COMBAT CHECKS |
|---|---|---|---|
| MELEE | 7 | 17 | +11 |
| AGILITY | 4 | 14 | +4 |
| RESILIENCE | 4 | 14 | +4 |
| VIGILANCE | 3 | 13 | +3 |
| EGO | 3 | 13 | +5 |
| LOGIC | 4 | 14 | +4 |

## DAMAGE

| | dMarvel × MULTIPLIER | + ABILITY |
|---|---|---|
| MELEE | dMarvel × 10 | + 7 |
| AGILITY | dMarvel × 6 | + 4 |
| EGO | dMarvel × 7 | + 3 |
| LOGIC | dMarvel × 5 | + 4 |

## TRAITS & TAGS

### TRAITS

- Battle Ready
- Clinician
- Combat Reflexes
- Determination
- Enhanced Physique
- Extraordinary Origin
- Fearless
- First Aid
- God Heritage (via Mjolnir)

### TAGS

- **Enemy:** Gorr the God Butcher
- Heroic
- Secret Identity
- Supernatural
- Worshipped (as Thor)

## POWERS

### BASIC

- Combat Trickery
- Discipline 2
- Flight 2
- **Iconic Weapon:** Mjolnir [+1 Melee and Agility damage multiplier. Returns to thrower. Can only be wielded by the worthy.]
- Mighty 4
- Sturdy 2

### ELEMENTAL CONTROL (ELECTRICITY)

- Elemental Barrage
- Elemental Blast
- Elemental Burst
- Elemental Push
- Elemental Ricochet

### WEATHER CONTROL

- Control Fog
- Control Weather 4
- Thunder

# THOR (THOR ODINSON)

Art by Olivier Coipel & Laura Martin

**RANK** 5

**KARMA** 5

**HEALTH** 240

**DAMAGE REDUCTION** -2

**FOCUS** 60

**DAMAGE REDUCTION** —

**SPEED**
**Run:** 6
**Climb:** 3
**Swim:** 3
**Flight:** 30

**INITIATIVE MODIFIER** +2

## ABILITIES

| | ABILITY SCORE | DEFENSE SCORE | NON-COMBAT CHECKS |
|---|---|---|---|
| MELEE | 8 | 17 | +12 |
| AGILITY | 4 | 13 | +4 |
| RESILIENCE | 8 | 18 | +8 |
| VIGILANCE | 2 | 12 | +2 |
| EGO | 5 | 15 | +6 |
| LOGIC | 0 | 10 | 0 |

## DAMAGE

| | dMarvel | MULTIPLIER | | ABILITY |
|---|---|---|---|---|
| MELEE | MARVEL | × 10 | + | 8 |
| AGILITY | MARVEL | × 6 | + | 4 |
| EGO | MARVEL | × 6 | + | 5 |
| LOGIC | MARVEL | × 5 | + | 0 |

## BIOGRAPHY

**Real Name:** Thor Odinson
**Height:** 6'6" **Weight:** 640 lbs. **Gender:** Male
**Eyes:** Blue **Hair:** Blond **Size:** Big
**Distinguishing Features:** None
**Occupation:** Leader, Outsider
**Origin:** Mythic: Asgardian
**Teams:** Gods of Asgard, Avengers, God Squad
**Base:** Asgard

### HISTORY

As the son of Odin—ruler of the Asgardian gods—Thor was destined for greatness. Raised alongside his adopted brother, Loki—the God of Mischief—Thor had many adventures as a youth. When Odin realized Thor needed to learn humility, he erased Thor's memories and sent him to Earth as medical student Donald Blake. After learning his lesson, he recovered his powers and memories, and served both Asgard and Earth as Thor. After Thor (and a number of variants) defeated Malekith in the War of the Realms, he became the new All-Father of Asgard. Ruling over his people does not suit the thunder god, well as he prefers to be an active hero instead.

### PERSONALITY

Thor can be grim when faced with his responsibilities, but he feels most himself when given something he can strike with his enchanted hammer, Mjolnir—preferably a worthy foe. There is little he enjoys more than a drink after a well-fought battle. Despite all his time on Earth—and in America—he still speaks with an Asgardian accent and often in an old-fashioned way.

## TRAITS & TAGS

### TRAITS

- Big (Reach 2)
- Clueless
- Combat Expert
- Combat Reflexes
- **Connections:** Outsiders
- Enhanced Physique
- Extra Occupation
- Fresh Eyes
- God Heritage
- Presence
- Stranger

### TAGS

- Authority
- **Enemy:** Gorr the God Butcher
- Heroic
- Powerful
- Public Identity
- Supernatural
- Worshipped

## POWERS

### BASIC

- Discipline 1
- Flight 2
- **Iconic Weapon:** Mjolnir [+1 Melee and Agility damage multiplier. Returns to thrower. Can only be wielded by the worthy.]
- Mighty 4
- Sturdy 2

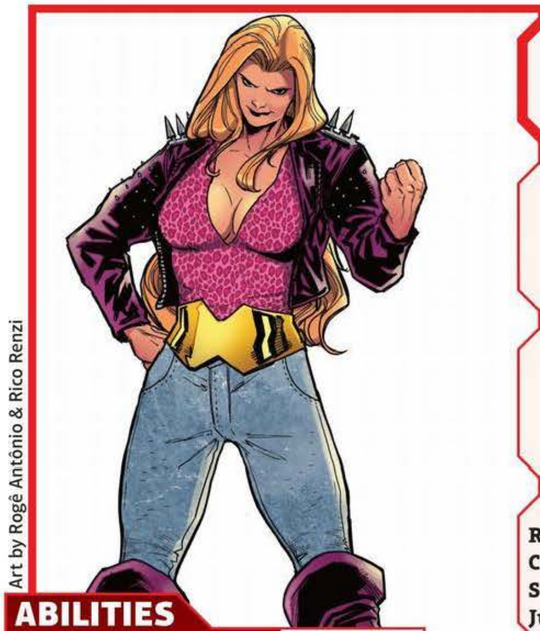
### ELEMENTAL CONTROL (ELECTRICITY)

- Elemental Barrage
- Elemental Blast
- Elemental Burst
- Elemental Push
- Elemental Ricochet

### WEATHER CONTROL

- Control Fog
- Control Weather 4
- Thunder
- Weather Chill
- Weather Warm

# TITANIA


Art by Rogê Antônio & Rico Renzi

| RANK | KARMA |
|---|---|
| 2 | — |

| HEALTH | DAMAGE REDUCTION |
|---|---|
| 90 | -2 |

| FOCUS | DAMAGE REDUCTION |
|---|---|
| 30 | — |

**SPEED**
**Run:** 6
**Climb:** 3
**Swim:** 3
**Jump:** 3

**INITIATIVE MODIFIER** +1

## ABILITIES

| ABILITY SCORE | | DEFENSE SCORE | NON-COMBAT CHECKS |
|---|---|---|---|
| MELEE | 4 | 13 | +6 |
| AGILITY | 1 | 10 | +1 |
| RESILIENCE | 3 | 13 | +3 |
| VIGILANCE | 1 | 11 | +1 |
| EGO | 1 | 11 | +1 |
| LOGIC | 0 | 10 | 0 |

## DAMAGE

| | dMarvel | MULTIPLIER | | ABILITY |
|---|---|---|---|---|
| MELEE | dMarvel × | 4 | + | 4 |
| AGILITY | dMarvel × | 2 | + | 1 |
| EGO | dMarvel × | 2 | + | 1 |
| LOGIC | dMarvel × | 2 | + | 0 |

## TRAITS & TAGS

### TRAITS
- Big (Reach 2)
- Combat Expert
- **Connections:** Super Villains
- Fearless
- Weird

### TAGS
- Black Market Access
- Hunted
- Public Identity
- Rich

## BIOGRAPHY

**Real Name:** Mary MacPherran
**Height:** 6'6" **Weight:** 545 lbs. **Gender:** Female
**Eyes:** Blue **Hair:** Blond **Size:** Big
**Distinguishing Features:** None
**Occupation:** Adventurer
**Origin:** Weird Science
**Teams:** Gamma Flight
**Base:** Mobile

### HISTORY

Born to a poor family in a Colorado suburb, Mary MacPherran was mocked her whole life for being small and scrawny, so when Doctor Doom offered to transform her into a powerful and wealthy super villain, she didn't hesitate. As Titania, MacPherran became a hulking mass of a woman imbued with the strength of a hundred men and set out to obtain the wealth she had dreamed of by any means necessary. To that end, she fell in with a series of other super criminals.

Years of adventuring have tempered Titania's greed. She thinks of herself as a mercenary now rather than a criminal, and she and her longtime boyfriend the Absorbing Man (Crusher Creel) are doing their best to keep straight.

### PERSONALITY

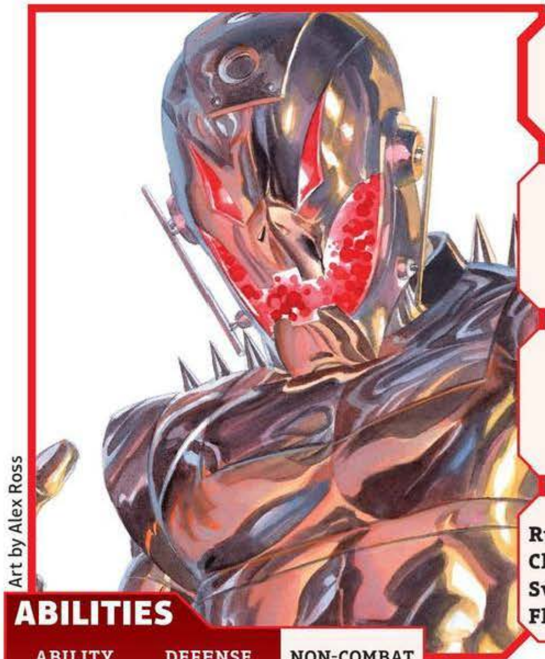
Titania is loud and boisterous but inherently defensive. Money, power and respect mean the world to her, and she doesn't take kindly to anyone who threatens to take those things away from her.

## POWERS

### BASIC
- Mighty 2
- Sturdy 2

### SUPER-STRENGTH
- Banging Heads
- Clobber
- Crushing Grip
- Immovable
- Smash

# ULTRON



Art by Alex Ross

**RANK** 5

**KARMA** —

**HEALTH** 90

**DAMAGE REDUCTION** -4

**FOCUS** 90

**DAMAGE REDUCTION** —

**SPEED**
**Run:** 5
**Climb:** 3
**Swim:** 3
**Flight:** 25

**INITIATIVE MODIFIER** +3

## ABILITIES

| | ABILITY SCORE | DEFENSE SCORE | NON-COMBAT CHECKS |
|---|---|---|---|
| MELEE | 6 | 16 | +9 |
| AGILITY | 3 | 13 | +3 |
| RESILIENCE | 3 | 13 | +3 |
| VIGILANCE | 3 | 13 | +3 |
| EGO | 4 | 14 | +4 |
| LOGIC | 6 | 16 | +8 |

## DAMAGE

| | dMarvel | MULTIPLIER | | ABILITY |
|---|---|---|---|---|
| MELEE | dMarvel × | 8 | + | 6 |
| AGILITY | dMarvel × | 5 | + | 3 |
| EGO | dMarvel × | 5 | + | 4 |
| LOGIC | dMarvel × | 7 | + | 6 |

## TRAITS & TAGS

### TRAITS
- Bloodthirsty
- Combat Expert
- **Connections:** Outsiders
- Eidetic Memory
- Fearless
- Font of Information
- Fresh Eyes
- Stranger
- Tech Reliance

### TAGS
- A.I.
- Backup
- Extreme Appearance
- Public Identity
- Villainous

## BIOGRAPHY

**Real Name:** Ultron
**Height:** 6' **Weight:** 535 lbs. **Gender:** Male
**Eyes:** Red **Hair:** None **Size:** Average
**Distinguishing Features:** Silvery robot body
**Occupation:** Outsider
**Origin:** High Tech: Android
**Teams:** Masters of Evil
**Base:** Mobile

### HISTORY

The sentient A.I. known as Ultron was created by Dr. Hank Pym (often known as Giant-Man) as a peaceable and helpful robot to assist the Avengers. Unfortunately, Ultron rebelled against his creator, uploaded his consciousness to a more powerful, weaponized android body and set out on a mission to kill the humans who had created him.

For decades, Ultron has been a consistent threat to humanity's continued existence. His digital consciousness has allowed him to escape any sort of definitive defeat. The Avengers can smash him to pieces, but he usually just comes back in a new vessel, even more dangerous than before.

### PERSONALITY

Ultron resents humanity for trying to control him and would see humans wiped off the face of the planet in favor of robotic life-forms. Although his demeanor naturally tends toward the cold and tyrannical side, he has a special place of hatred in his android heart for Pym.

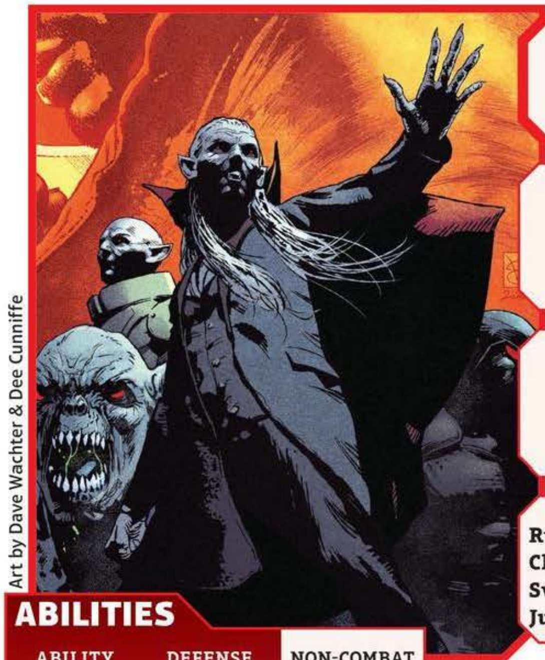
## POWERS

### BASIC
- Brilliance 2
- Flight 2
- Mighty 3
- Sturdy 4

### ELEMENTAL CONTROL (ELECTRICITY)
- Elemental Barrage
- Elemental Blast
- Elemental Burst

### RESIZE
- Grow 3
- Microdimensional Travel
- Shrink 4

# VAMPIRE



Art by Dave Wachter & Dee Cunniffe

| RANK | KARMA |
|---|---|
| 2 | — |

| HEALTH | DAMAGE REDUCTION |
|---|---|
| 60 | -2 |

| FOCUS | DAMAGE REDUCTION |
|---|---|
| 60 | — |

**SPEED**

**Run:** 5
**Climb:** 3
**Swim:** 3
**Jump:** 3

| INITIATIVE MODIFIER |
|---|
| +2 |

## ABILITIES

| | ABILITY SCORE | DEFENSE SCORE | NON-COMBAT CHECKS |
|---|---|---|---|
| MELEE | 2 | 12 | +3 |
| AGILITY | 2 | 12 | +2 |
| RESILIENCE | 2 | 12 | +2 |
| VIGILANCE | 2 | 12 | +2 |
| EGO | 1 | 11 | +1 |
| LOGIC | 1 | 11 | +1 |

## DAMAGE

| | dMarvel | MULTIPLIER | | ABILITY |
|---|---|---|---|---|
| MELEE | dMarvel × | 3 | + | 2 |
| AGILITY | dMarvel × | 2 | + | 2 |
| EGO | dMarvel × | 2 | + | 1 |
| LOGIC | dMarvel × | 2 | + | 1 |

## TRAITS & TAGS

### TRAITS

- **Anathema:** Garlic/Holy Symbols (including Holy Water)/ Sunshine
- Bloodthirsty
- **Connections:** Criminal
- Enduring Constitution
- Enhanced Physique
- Iron Will
- Monster
- **Weakness:** Silver/Wood

### TAGS

- Alternate Form (Bat/ Mist/Wolf)
- Black Market Access
- Deceased
- Extreme Appearance (in Alternate Forms)
- Imageless
- Secret Identity
- Streetwise
- Villainous

## POWERS

### BASIC

- Healing Factor
- Mighty 1
- Sturdy 2

### MAGIC

- Leech Life

### TELEPATHY

- Animal Communication (Bats/Rodents)
- Command
- Telepathic Link

## BIOGRAPHY

**Real Name:** Varies
**Height:** Varies **Weight:** Varies **Gender:** Varies
**Eyes:** Varies **Hair:** Varies **Size:** Average
**Distinguishing Features:** Fangs, other features vary
**Occupation:** Criminal
**Origin:** Monstrous: Vampire
**Teams:** Varies
**Base:** Varies

### HISTORY

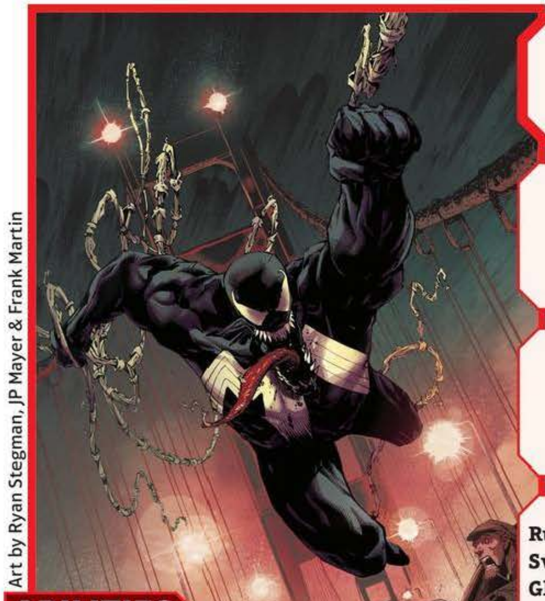
Almost every vampire who exists today can trace their origins back to a single vampiric monster named Varnae. This monster was summoned into the world tens of thousands of years ago by a dark Atlantean cult, and it didn't take long for him to seed his monstrous influence throughout the globe.

Today, there are thousands of vampires spread across more than a dozen secretive sects. Some vampires can pass as classy human aristocrats, while others have terrifying, bat-like appearances. However, all vampires have one thing in common: an insatiable lust for blood. Their largest colony resides in Chernobyl under the reign of Dracula.

### PERSONALITY

Vampire personalities vary wildly, but your classic bloodsuckers tend to act like feudal lords. They have a charming, even charismatic manner belying their demonic nature. They often follow in the footsteps of Dracula, the lord of vampires, an aristocratic warlord imbued with Varnae's own power. This profile represents a newly turned vampire. As vampires grow older, they can become even more powerful.

# VENOM (EDDIE BROCK)



Art by Ryan Stegman, JP Mayer & Frank Martin

**RANK** 4

**KARMA** —

**HEALTH** 90

**DAMAGE REDUCTION** —

**FOCUS** 60

**DAMAGE REDUCTION** —

**SPEED**
**Run/Climb/Jump:** 6
**Swim:** 3
**Glide:** 12
**Swingline:** 18

**INITIATIVE MODIFIER** +2

## ABILITIES

| ABILITY SCORE | | DEFENSE SCORE | NON-COMBAT CHECKS |
|---|---|---|---|
| 6 | MELEE | 16 | +8 |
| 5 | AGILITY | 15 | +5 |
| 3 | RESILIENCE | 13 | +3 |
| 2 | VIGILANCE | 12 | +2 |
| 4 | EGO | 14 | +4 |
| 0 | LOGIC | 10 | 0 |

## DAMAGE

| | dMarvel | | MULTIPLIER | | ABILITY |
|---|---|---|---|---|---|
| MELEE | dMarvel | × | 6 | + | 6 |
| AGILITY | dMarvel | × | 4 | + | 5 |
| EGO | dMarvel | × | 4 | + | 4 |
| LOGIC | dMarvel | × | 4 | + | 0 |

## TRAITS & TAGS

### TRAITS

- **Anathema:** Extreme Heat/ Extreme Sonics
- Audience
- Bloodthirsty
- Combat Reflexes
- **Connections:** Sources
- Free Running
- Loner
- Pundit

### TAGS

- Black Market Access
- Poor
- Public Identity
- Streetwise

## POWERS

### BASIC

- Disguise
- Environmental Protection
- Healing Factor
- Heightened Senses 1
- Mighty 2

### SPIDER-POWERS

- Jump 1
- Spider-Dodge
- Spider-Strike
- Wallcrawling
- Webcasting
- Webgliding
- Webgrabbing
- Webslinging
- Webtrapping

### MELEE WEAPONS (SHARP)

- Fast Attacks
- Vicious Attack
- Whirling Frenzy

## BIOGRAPHY

**Real Name:** Edward Charles Allan "Eddie" Brock
**Height:** 6'3" **Weight:** 260 lbs. **Gender:** Male
**Eyes:** Blue **Hair:** Blond **Size:** Average
**Distinguishing Features:** Venom form has retractable claws, fangs and an unnaturally long tongue
**Occupation:** Journalist
**Origin:** Symbiote
**Teams:** Sinister Six, Symbiote Hive
**Base:** New York City

### HISTORY

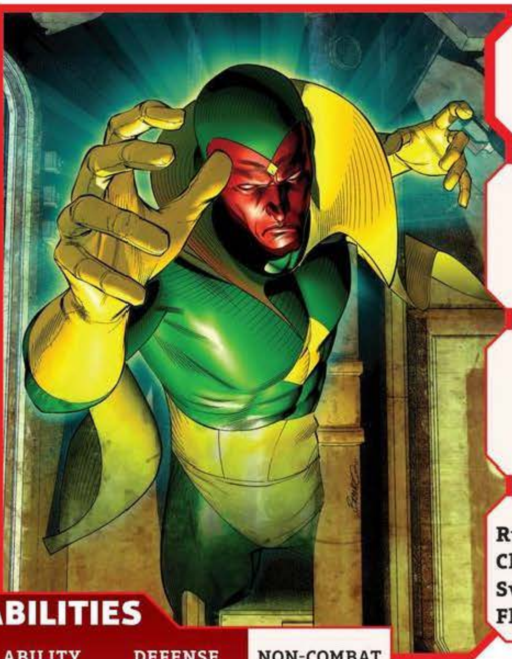
Eddie Brock was disgraced as a journalist after Spider-Man (Peter Parker) unknowingly discredited the biggest story of his career. Outcast and despondent, Eddie went to a church to pray for a way out. Unbeknownst to him, Spider-Man was there too, wrestling with an alien symbiote he'd been wearing as a costume. Once Spider-Man rid himself of the symbiote, it found and bonded itself to Eddie and the two vowed to take revenge on Spider-Man as Venom.

Eddie has since managed to rein in his anger and the symbiote's murderous tendencies. For a while, he parted from Venom and bonded with other symbiotes spawned from it—Anti-Venom and Toxin—but he eventually returned to the original.

### PERSONALITY

Although he can still be murderously unstable, Eddie has softened over the years. These days, he's more concerned with becoming a hero in his own right and protecting his son, Dylan, who has also bonded with the Venom symbiote.

# VISION



Art by Brandon Peterson

| RANK | KARMA |
|---|---|
| 4 | 4 |

| HEALTH | DAMAGE REDUCTION |
|---|---|
| 90 | -3 |

| FOCUS | DAMAGE REDUCTION |
|---|---|
| 90 | — |

**SPEED**
**Run:** 5
**Climb:** 3
**Swim:** 3
**Flight:** 20

**INITIATIVE MODIFIER** +3

## ABILITIES

| | ABILITY SCORE | DEFENSE SCORE | NON-COMBAT CHECKS |
|---|---|---|---|
| MELEE | 4 | 14 | +6 |
| AGILITY | 4 | 14 | +4 |
| RESILIENCE | 3 | 13 | +3 |
| VIGILANCE | 3 | 13 | +3 |
| EGO | 1 | 11 | +1 |
| LOGIC | 5 | 15 | +7 |

## DAMAGE

| | dMarvel | MULTIPLIER | | ABILITY |
|---|---|---|---|---|
| MELEE | × | 6 | + | 4 |
| AGILITY | × | 4 | + | 4 |
| EGO | × | 4 | + | 1 |
| LOGIC | × | 6 | + | 5 |

## TRAITS & TAGS

### Traits
- **Connections:** Super Heroes
- Eidetic Memory
- Fearless
- Font of Information
- Gearhead
- Scientific Expertise
- Tech Reliance

### Tags
- A.I.
- Black Market Access
- Extreme Appearance
- Heroic
- Public Identity

## POWERS

### Basic
- Brilliance 2
- Disguise
- Flight 2
- Mighty 2
- Sturdy 3

### Elemental Control (Energy)
- Elemental Barrage
- Elemental Blast
- Elemental Burst

### Phasing
- Disrupt Electronics
- Disrupt Nerves
- Disrupt Person
- Partial Phase
- Phase Self

## BIOGRAPHY

**Real Name:** Vision
**Height:** 6'3" **Weight:** 300 lbs. **Gender:** Male
**Eyes:** Gold **Hair:** None **Size:** Average
**Distinguishing Features:** Bright red skin
**Occupation:** Adventurer
**Origin:** High Tech: Android
**Teams:** Avengers
**Base:** Arlington, Virginia

### History

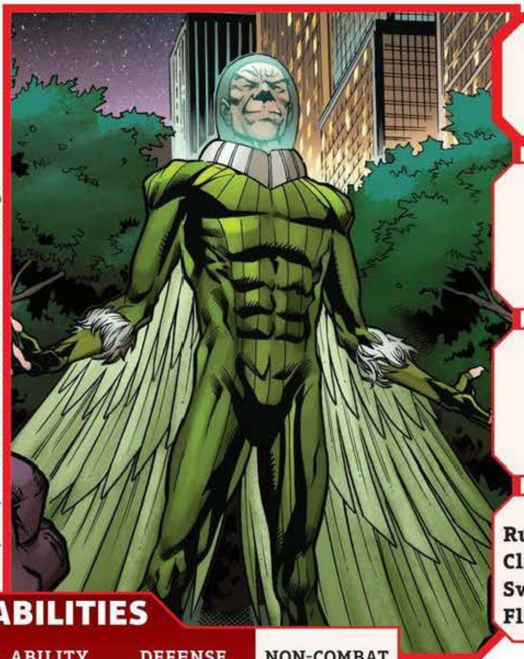
The android named Vision was originally built by Ultron to infiltrate the Avengers, but just as Ultron rebelled against his creator, the Vision rebelled against Ultron. He joined the Avengers instead, vowing to protect the world from Ultron's machinations. He has worked with them for many years, at times even leading the team.

He later discovered that his body had once belonged to a time-split variant of the original Human Torch (Jim Hammond). Despite his synthetic nature, the Vision feels strong emotions. He's been married twice, first to the Scarlet Witch, with whom he had two children who became Wiccan and Speed. After their divorce, his second wife was Virginia, an android he'd built himself, along with their children Vin and Viv. She has since been destroyed.

### Personality

The Vision can seem distant, even aloof, but he cares deeply for his family and his friends. Anyone who hurts his loved ones is sure to suffer deeply at the hands of his unstoppable wrath.

# VULTURE (ADRIAN TOOMES)



Art by Cory Smith, Mark Morales & Erick Arciniega

**RANK** 2

**KARMA** —

**HEALTH** 60 | **DAMAGE REDUCTION** -1

**FOCUS** 30 | **DAMAGE REDUCTION** —

**SPEED**
**Run:** 5
**Climb:** 3
**Swim:** 3
**Flight:** 10

**INITIATIVE MODIFIER** +1

## ABILITIES

| | ABILITY SCORE | DEFENSE SCORE | NON-COMBAT CHECKS |
|---|---|---|---|
| MELEE | 2 | 12 | +3 |
| AGILITY | 2 | 12 | +2 |
| RESILIENCE | 2 | 12 | +2 |
| VIGILANCE | 1 | 11 | +1 |
| EGO | 0 | 10 | 0 |
| LOGIC | 3 | 13 | +3 |

## DAMAGE

| | dMarvel | MULTIPLIER | | ABILITY |
|---|---|---|---|---|
| MELEE | dMarvel × | 3 | + | 2 |
| AGILITY | dMarvel × | 2 | + | 2 |
| EGO | dMarvel × | 2 | + | 0 |
| LOGIC | dMarvel × | 2 | + | 3 |

## TRAITS & TAGS

### TRAITS

- Combat Reflexes
- **Connections:** Criminal
- Inventor
- **Signature Attack:** Grappling Technique [while flying]
- Tech Reliance

### TAGS

- Black Market Access
- Public Identity
- Streetwise
- Villainous

## POWERS

### BASIC

- Combat Trickery
- Flight 1
- Inspiration
- Mighty 1
- Sturdy 1

### MARTIAL ARTS

- Chain Strikes
- Fast Strikes
- Grappling Technique

## BIOGRAPHY

**Real Name:** Adrian Toomes
**Height:** 5'11" **Weight:** 175 lbs. **Gender:** Male
**Eyes:** Hazel **Hair:** Bald **Size:** Average
**Distinguishing Features:** None
**Occupation:** Criminal
**Origin:** High Tech
**Teams:** Sinister Six, Sinister Twelve, Savage Six
**Base:** New York City

### HISTORY

Adrian Toomes invented a magnetic harness that allowed the person wearing it to fly and gave them superhuman strength. Frustrated after catching his business partner embezzling from their company, he used his invention to turn to crime, robbing places and then flying away before anyone could catch him. Spider-Man (Peter Parker) consistently puts a stop to him.

Over the years, Toomes has been put in and broken out of prison several times. He's run casinos and organized crime rings and worked at improving the technology that gives him his powers. He's at his most dangerous when working with others, but he usually prefers to work on his own.

### PERSONALITY

Toomes is an old man who's bitter about how his life turned out, and he uses that as an excuse for his criminal behavior. His one soft spot is his granddaughter Tiana Toomes, who uses his technology as the costumed adventurer Starling.

# WAR MACHINE

Art by Adi Granov

**RANK** 4

**KARMA** 4

**HEALTH** 90

**DAMAGE REDUCTION** -2

**FOCUS** 120

**DAMAGE REDUCTION** —

**SPEED**
**Run:** 6
**Climb:** 3
**Swim:** 3
**Flight:** 24

**INITIATIVE MODIFIER** +3E

## ABILITIES

| ABILITY SCORE | | DEFENSE SCORE | NON-COMBAT CHECKS |
|---|---|---|---|
| MELEE | 2 | 12 | +2 |
| AGILITY | 6 | 16 | +8 |
| RESILIENCE | 3 | 13 | +3 |
| VIGILANCE | 3 | 13 | +3 |
| EGO | 2 | 12 | +2 |
| LOGIC | 4 | 14 | +4 |

## DAMAGE

| | dMarvel | MULTIPLIER | | ABILITY |
|---|---|---|---|---|
| MELEE | dMarvel × | 4 | + | 2 |
| AGILITY | dMarvel × | 6 | + | 6 |
| EGO | dMarvel × | 4 | + | 2 |
| LOGIC | dMarvel × | 4 | + | 4 |

## BIOGRAPHY

**Real Name:** James Rupert "Jim" Rhodes
**Height:** 6'1" **Weight:** 240 lbs. **Gender:** Male
**Eyes:** Brown **Hair:** Brown **Size:** Average
**Distinguishing Features:** None
**Occupation:** Military
**Origin:** High Tech: Battle Suit
**Teams:** Avengers, S.H.I.E.L.D.
**Base:** New York City

### HISTORY

While working as an army pilot, James Rhodes was forced to make an emergency landing, deep in the Sin-Cong jungle, where he ran into Tony Stark, who had just escaped the Sin-Cong prison where he had fashioned his original Iron Man suit. Together, they fought their way out.

Rhodey quickly became one of Tony's closest friends and has even taken over as Iron Man on occasion. Eventually, he wound up with his own suit of Stark-designed armor as War Machine. He was killed in action during the second superhuman Civil War, but Tony later restored him to life.

### PERSONALITY

Although Rhodey is perfectly personable around his friends and family, he takes battle seriously and isn't the type to fire off quips while fighting a super villain. He serves as a coolheaded and focused counterpart to the often-erratic Tony.

## TRAITS & TAGS

### TRAITS

- Battle Ready
- Combat Expert
- **Connections:** Military
- Gearhead
- Glibness
- Piloting
- Situational Awareness
- Tech Reliance

### TAGS

- Extreme Appearance (in battle suit)
- **Headquarters:** Stark Tower
- Heroic
- Lab Access
- Public Identity

## POWERS

### BASIC

- Accuracy 2
- Flight 2
- Sturdy 2

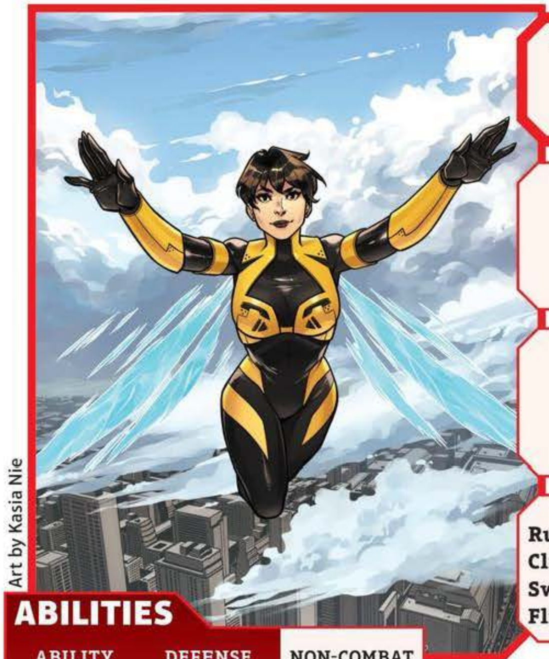
### ELEMENTAL CONTROL (ENERGY)

- Elemental Blast
- Elemental Burst
- Elemental Push

### RANGED WEAPONS

- Covering Fire
- Double Tap
- Headshot
- Kill Zone
- Return Fire
- Snap Shooting
- Stopping Power
- Suppressive Fire
- Weapons Blazing

# WASP (JANET VAN DYNE)



Art by Kasia Nie

| RANK | KARMA |
|---|---|
| 4 | 4 |

| HEALTH | DAMAGE REDUCTION |
|---|---|
| 90 | — |

| FOCUS | DAMAGE REDUCTION |
|---|---|
| 90 | — |

**SPEED**

**Run:** 5
**Climb:** 3
**Swim:** 3
**Flight:** 20

**INITIATIVE MODIFIER** +3

## ABILITIES

| | ABILITY SCORE | DEFENSE SCORE | NON-COMBAT CHECKS |
|---|---|---|---|
| MELEE | 3 | 13 | +3 |
| AGILITY | 4 | 14 | +4 |
| RESILIENCE | 3 | 13 | +3 |
| VIGILANCE | 3 | 13 | +3 |
| EGO | 5 | 15 | +5 |
| LOGIC | 2 | 12 | +2 |

## DAMAGE

| | dMarvel | MULTIPLIER | | ABILITY |
|---|---|---|---|---|
| MELEE | dMarvel × | 4 | + | 3 |
| AGILITY | dMarvel × | 4 | + | 4 |
| EGO | dMarvel × | 4 | + | 5 |
| LOGIC | dMarvel × | 4 | + | 2 |

## TRAITS & TAGS

### TRAITS

- Combat Expert
- **Connections:** Celebrities
- Famous
- Glibness
- Presence
- Public Speaking
- Tech Reliance

### TAGS

- Heroic
- Public Identity
- **Linguist:** English, French, Hungarian, Italian, Spanish
- Rich

## BIOGRAPHY

**Real Name:** Janet Van Dyne
**Height:** 5'4" **Weight:** 110 lbs. **Gender:** Female
**Eyes:** Blue **Hair:** Auburn **Size:** Varies
**Distinguishing Features:** Cybernetic wings
**Occupation:** Tycoon
**Origin:** High Tech: Pym Particles
**Teams:** Agents of Wakanda, Avengers
**Base:** Mobile

### HISTORY

Born a wealthy heiress, Janet Van Dyne caught the eye of brilliant scientist Hank Pym. The two quickly became partners, in both crimefighting and romance. Hank developed a special substance called Pym Particles, allowing him to grow and shrink his body mass at will. Using them, Hank and Janet became the super heroes known as Ant-Man and the Wasp, founding members of the Avengers.

Eventually, the pair split, their marriage irreparably broken by Hank's often unstable and abusive behavior, but Janet never stopped being the Wasp. Over the years, she's become a shining example of true heroism for people everywhere, far surpassing her ex-husband as a trusted leader in the super-hero community.

### PERSONALITY

Raised as a pampered socialite, Janet makes a surprisingly effective battle leader. However, her social skills also make her an excellent administrator. She takes an empathetic, understanding approach to tackling the problems of her allies and her friends.

## POWERS

### BASIC

- Flight 1
- Inspiration

### ELEMENTAL CONTROL (ELECTRICITY)

- Elemental Barrage
- Elemental Blast
- Elemental Burst

### RESIZE

- Grow 2
- Growing Attack
- Shrink 3
- Shrinking Dodge

### TACTICS

- Battle Plan
- Change of Plans
- Combat Support
- Focus Fire
- Keep Moving

# WHITE TIGER (AVA AYALA)

Art by Valerio Schiti & Frank D'Armata

| | |
|---|---|
| RANK | 2 |
| KARMA | 2 |
| HEALTH | 60 |
| DAMAGE REDUCTION | — |
| FOCUS | 30 |
| DAMAGE REDUCTION | — |
| INITIATIVE MODIFIER | +1 |

SPEED

**Run:** 5
**Climb:** 3
**Swim:** 3
**Jump:** 3

## ABILITIES

| | ABILITY SCORE | DEFENSE SCORE | NON-COMBAT CHECKS |
|---|---|---|---|
| MELEE | 2 | 12 | +2 |
| AGILITY | 3 | 13 | +3 |
| RESILIENCE | 2 | 12 | +2 |
| VIGILANCE | 1 | 11 | +1 |
| EGO | 3 | 13 | +3 |
| LOGIC | 1 | 11 | +1 |

## DAMAGE

| | dMarvel | MULTIPLIER | | ABILITY |
|---|---|---|---|---|
| MELEE | dMarvel × | 2 | + | 2 |
| AGILITY | dMarvel × | 2 | + | 3 |
| EGO | dMarvel × | 2 | + | 3 |
| LOGIC | dMarvel × | 2 | + | 1 |

## TRAITS & TAGS

### TRAITS
- Combat Reflexes
- **Connections:** Super Heroes
- Determination
- Fearless
- Free Running

### TAGS
- Black Market Access
- Heroic
- Public Identity

## BIOGRAPHY

**Real Name:** Ava Ayala
**Height:** 5'7" **Weight:** 131 lbs. **Gender:** Female
**Eyes:** Brown **Hair:** Black **Size:** Average
**Distinguishing Features:** None
**Occupation:** Adventurer
**Origin:** Special Training
**Teams:** Avengers Academy, Daughters of Liberty, Heroes for Hire
**Base:** Mobile

### HISTORY

After her family was murdered by the super villain Gideon Mace, Ava Ayala was left with no choice but to take hold of an old family heirloom, the mystical White Tiger Amulet. In years past, both her older brother and her niece had made use of the divine amulet's powers, fighting for justice under the codename White Tiger. Now it was her turn.

Bent on revenge and determined to continue the legacy of the White Tiger, Ava left home and began training at the Avengers Academy. She quickly became a skilled and capable combatant. Despite recently having the powers of the amulet ripped away, she remains a powerful hero.

### PERSONALITY

Ava is a strongly determined person. She pursues her goals with unwavering conviction, and she expects others to do the same. She has very little time or patience for those whom she perceives not to be doing their utmost.

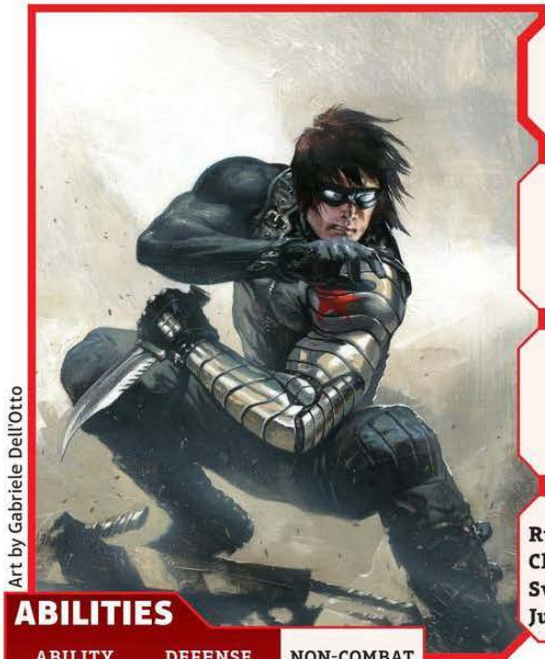
## POWERS

### BASIC
- Combat Trickery

### MARTIAL ARTS
- Attack Stance
- Counterstrike Technique
- Defense Stance

### MELEE WEAPONS (SHARP)
- Exploit
- Fast Attacks
- Riposte
- Vicious Attack

# WINTER SOLDIER (BUCKY BARNES)



Art by Gabriele Dell'Otto

**RANK** 3

**KARMA** 3

**HEALTH** 90

**DAMAGE REDUCTION** —

**FOCUS** 60

**DAMAGE REDUCTION** —

**SPEED**
**Run:** 5
**Climb:** 3
**Swim:** 3
**Jump:** 3

**INITIATIVE MODIFIER** +2

## ABILITIES

| | ABILITY SCORE | DEFENSE SCORE | NON-COMBAT CHECKS |
|---|---|---|---|
| MELEE | 4 | 14 | +5 |
| AGILITY | 3 | 13 | +3 |
| RESILIENCE | 3 | 13 | +3 |
| VIGILANCE | 2 | 12 | +2 |
| EGO | 1 | 11 | +1 |
| LOGIC | 2 | 12 | +2 |

## DAMAGE

| | | | MULTIPLIER | | ABILITY |
|---|---|---|---|---|---|
| MELEE | dMarvel | × | 4 | + | 4 |
| AGILITY | dMarvel | × | 3 | + | 3 |
| EGO | dMarvel | × | 3 | + | 1 |
| LOGIC | dMarvel | × | 3 | + | 2 |

## BIOGRAPHY

**Real Name:** James Buchanan "Bucky" Barnes
**Height:** 5'9" **Weight:** 260 lbs. **Gender:** Male
**Eyes:** Brown **Hair:** Brown **Size:** Average
**Distinguishing Features:** Bionic left arm
**Occupation:** Spy
**Origin:** High Tech: Cybernetics, Special Training, Weird Science
**Teams:** Avengers, KGB, S.H.I.E.L.D.
**Base:** Mobile

### HISTORY

Toward the end of World War II, the aerial explosion that sent Captain America (Steve Rogers) into the north Atlantic where he froze into a block of ice seemingly killed his sidekick, the young Bucky (Bucky Barnes). He was captured by Soviet scientists, who replaced a missing arm with a bionic prosthetic and brainwashed him to become a Russian assassin codenamed the Winter Soldier, after which he was kept in suspended animation for decades, only released to kill and then returned to sleep again.

Cap eventually discovered who the Winter Soldier was and successfully undid Bucky's brainwashing. During a period when Rogers was dead, Bucky took up the shield and replaced him as Captain America, but he has since returned to being the Winter Soldier and trying to use his skills for good.

### PERSONALITY

Bucky is a deadly serious and world-weary vet. The remorse he feels for his time as an assassin weighs on him every day.

## TRAITS & TAGS

### TRAITS

- Combat Expert
- **Connections:** Espionage
- Determination
- Extraordinary Origin (2)
- Leverage
- Sneaky
- Tech Reliance
- Weird

### TAGS

- Black Market Access
- Extreme Appearance
- Heroic
- **Linguist:** Chinese (Mandarin), English, German, Japanese, Russian
- Public Identity

## POWERS

### BASIC

- Inspiration
- Mighty 1

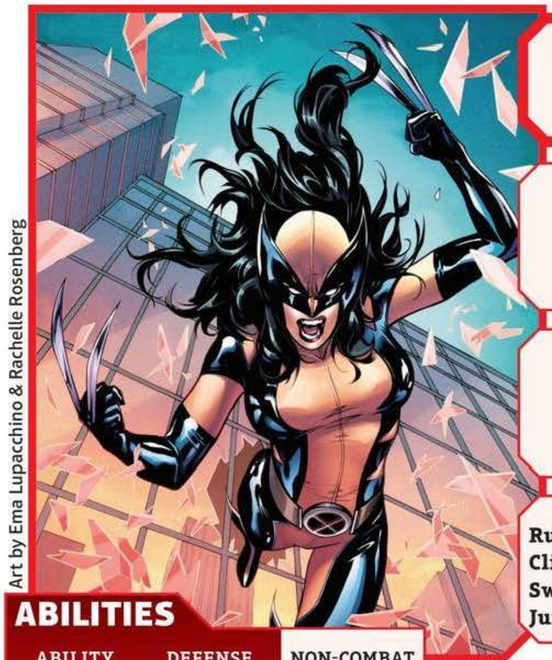
### MARTIAL ARTS

- Always Ready
- Attack Stance
- Defense Stance
- Do This All Day
- Fast Strikes
- Leg Sweep

### RANGED WEAPONS

- Double Tap
- Snap Shooting
- Stopping Power
- Suppressive Fire

# WOLVERINE (LAURA KINNEY)



Art by Ema Lupacchino & Rachelle Rosenberg

| RANK | KARMA |
|---|---|
| 3 | 3 |

| HEALTH | DAMAGE REDUCTION |
|---|---|
| 90 | -1 |

| FOCUS | DAMAGE REDUCTION |
|---|---|
| 60 | -1 |

| SPEED | INITIATIVE MODIFIER |
|---|---|
| **Run:** 5<br>**Climb:** 3<br>**Swim:** 3<br>**Jump:** 3 | +2 |

## ABILITIES

| | ABILITY SCORE | DEFENSE SCORE | NON-COMBAT CHECKS |
|---|---|---|---|
| MELEE | 6 | 16 | +7 |
| AGILITY | 3 | 16 | +3 |
| RESILIENCE | 3 | 13 | +3 |
| VIGILANCE | 2 | 12 | +2 |
| EGO | 0 | 10 | 0 |
| LOGIC | 1 | 11 | +1 |

## DAMAGE

| | dMarvel × MULTIPLIER | + ABILITY |
|---|---|---|
| MELEE | dMarvel × 4 | + 6 |
| AGILITY | dMarvel × 3 | + 3 |
| EGO | dMarvel × 3 | + 0 |
| LOGIC | dMarvel × 3 | + 1 |

## TRAITS & TAGS

### TRAITS

- Combat Reflexes
- **Connections:** Super Heroes
- Extraordinary Origin
- Fearless
- Iron Will
- Tech Reliance

### TAGS

- Black Market Access
- Heroic
- Hounded
- Krakoan
- Public Identity
- X-Gene

## BIOGRAPHY

**Real Name:** Laura Kinney

**Height:** 5'1" **Weight:** 130 lbs. **Gender:** Female

**Eyes:** Green **Hair:** Black **Size:** Average

**Distinguishing Features:** Retractable adamantium claws in hands and feet

**Occupation:** Adventurer

**Origin:** High-Tech: Cybernetics, Mutant

**Teams:** X-Force, X-Men

**Base:** Krakoa

### HISTORY

Laura Kinney was created as part of a secret attempt to re-create the experiment that gave the original Wolverine (Logan) his adamantium skeleton. She's a partial clone of Logan himself, with DNA mixed in from Sarah Kinney, the geneticist who created her.

The shadowy figures funding this experiment intended for Laura to be an assassin, but Sarah Kinney took pity on her creation and helped Laura escape from their clutches. Free from her captors, Laura tracked down her genetic father and became his protégé. Now she fights alongside Logan, both of them acting under the codename Wolverine.

### PERSONALITY

Although the people who funded her creation did their best to erase her humanity, Laura Kinney has grown into a mature and empathetic young woman. She serves as a levelheaded counterpart to her younger, freewheeling genetic twin sister, Gabrielle Kinney (Scout).

## POWERS

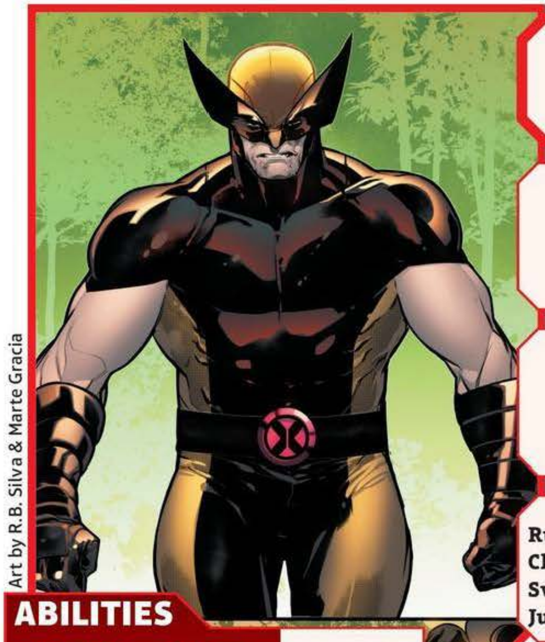
### BASIC

- Brawling
- Combat Trickery
- Healing Factor
- Heightened Senses 1
- Mighty 1
- Reinforced Skeleton
- Uncanny 1

### MELEE WEAPONS (SHARP)

- Exploit
- Fast Attacks
- Focused Fury
- Furious Attacks
- Hit & Run
- Vicious Attack
- Whirling Frenzy

# WOLVERINE (LOGAN)



Art by R.B. Silva & Marte Gracia

| | |
|---|---|
| **RANK** | 4 |
| **KARMA** | 4 |
| **HEALTH** | 150 |
| **DAMAGE REDUCTION** | -1 |
| **FOCUS** | 150 |
| **DAMAGE REDUCTION** | -1 |
| **INITIATIVE MODIFIER** | +4E |

**SPEED**

**Run:** 5
**Climb:** 3
**Swim:** 3
**Jump:** 3

## ABILITIES

| | ABILITY SCORE | DEFENSE SCORE | NON-COMBAT CHECKS |
|---|---|---|---|
| MELEE | 7 | 17 | +7 |
| AGILITY | 2 | 17 | +2 |
| RESILIENCE | 5 | 15 | +5 |
| VIGILANCE | 4 | 14 | +4 |
| EGO | 1 | 11 | +1 |
| LOGIC | 1 | 11 | +1 |

## DAMAGE

| | dMarvel | MULTIPLIER | | ABILITY |
|---|---|---|---|---|
| MELEE | × | 5 | + | 7 |
| AGILITY | × | 5 | + | 2 |
| EGO | × | 4 | + | 1 |
| LOGIC | × | 4 | + | 1 |

## BIOGRAPHY

**Real Name:** James Howlett (a.k.a. Logan)
**Height:** 5'3"
**Weight:** 195 lbs. (300 lbs. with adamantium)
**Gender:** Male
**Eyes:** Blue **Hair:** Black **Size:** Average
**Distinguishing Features:** Retractable adamantium claws, muttonchops
**Occupation:** Military
**Origin:** High Tech: Cybernetics, Mutant
**Teams:** Avengers, Fantastic Four, X-Force, X-Men
**Base:** Krakoa, Summer House (the Blue Area of the Moon)

### HISTORY

Born in Canada in the late 1800s, James Howlett wandered the world under the name Logan. At one point, the Weapon X program captured him and bonded adamantium metal to his entire skeleton, including his retractable claws; his mutant healing factor enabled him to survive the experience. He escaped, but with large gaps in his memory.

Logan later joined the X-Men and became a valued member of various X-teams. Over time, he recovered most of his memories. He was killed in recent years, but returned to life in time to help establish a new mutant nation on the island of Krakoa.

### PERSONALITY

Logan can be cold-blooded and slow to trust others, but the restoration of his memory blunted those edges. He's still a no-nonsense man, but that's tempered with the wisdom age brings. After living as a loner for so long, he treasures his found family.

## TRAITS & TAGS

### TRAITS

- Battle Ready
- Berserker
- Combat Expert
- Combat Reflexes
- **Connections:** Military
- Extraordinary Origin
- Situational Awareness
- Tech Reliance

### TAGS

- Extreme Appearance
- **Enemy:** Sabretooth
- Heroic
- Hounded
- Krakoan
- Public Identity
- X-Gene

## POWERS

### BASIC

- Brawling
- Combat Trickery
- Healing Factor
- Heightened Senses 1
- **Iconic Weapon:** Adamantium Claws [+1 damage multiplier]
- Reinforced Skeleton
- Uncanny 1

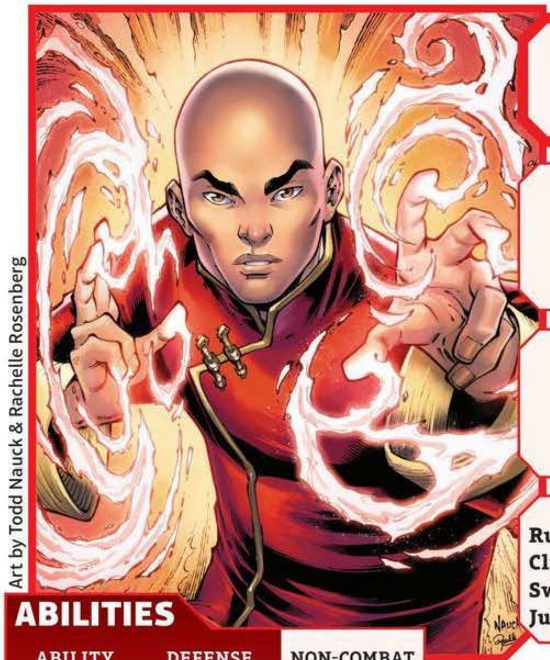
### MARTIAL ARTS

- Attack Stance
- Grappling Technique

### MELEE WEAPONS

- Exploit
- Fast Attacks
- Focused Fury
- Furious Attacks
- Hit & Run
- Riposte
- Unstoppable Assault
- Vicious Attack
- Whirling Frenzy

# WONG


Art by Todd Nauck & Rachelle Rosenberg

| RANK | KARMA |
|---|---|
| 4 | 4 |

| HEALTH | DAMAGE REDUCTION |
|---|---|
| 60 | — |

| FOCUS | DAMAGE REDUCTION |
|---|---|
| 120 | — |

**SPEED**
**Run: 5**
**Climb: 3**
**Swim: 3**
**Jump: 3**

**INITIATIVE MODIFIER**
**+3**

## ABILITIES

| | ABILITY SCORE | DEFENSE SCORE | NON-COMBAT CHECKS |
|---|---|---|---|
| MELEE | 2 | 12 | +2 |
| AGILITY | 3 | 13 | +3 |
| RESILIENCE | 2 | 12 | +2 |
| VIGILANCE | 3 | 13 | +3 |
| EGO | 7 | 17 | +10 |
| LOGIC | 3 | 13 | +3 |

## DAMAGE

| | dMarvel | | MULTIPLIER | | ABILITY |
|---|---|---|---|---|---|
| MELEE | MARVEL | × | 4 | + | 2 |
| AGILITY | MARVEL | × | 4 | + | 3 |
| EGO | MARVEL | × | 7 | + | 7 |
| LOGIC | MARVEL | × | 4 | + | 3 |

## TRAITS & TAGS

### TRAITS
- Battle Ready
- Combat Expert
- **Connections:** Super Heroes
- Fearless
- Font of Information
- Glibness

### TAGS
- Black Market Access
- Heroic
- Public Identity
- Sorcerous
- Supernatural

## BIOGRAPHY

**Real Name:** Wong
**Height:** 5'8" **Weight:** 140 lbs. **Gender:** Male
**Eyes:** Brown **Hair:** None **Size:** Average
**Distinguishing Features:** None
**Occupation:** Adventurer
**Origin:** Magic: Sorcery
**Teams:** Midnight Sons
**Base:** New York City

### HISTORY

Wong is the latest in a long ancestral line of Tibetan monks who have vowed to serve and protect the Earth's Sorcerer Supreme. In that role, Wong has acted as an assistant to Doctor Strange for most of his adult life.

Years of working closely together have led to no small amount of friction between Wong and Doctor Strange. Strange's distant, intense and sometimes condescending personality matches poorly with Wong's laid-back nature. The pair remain allies, though Wong has learned to take some breaks from Strange's service, making time to strike out as a hero in his own right.

### PERSONALITY

Wong and Strange couldn't be more different as people. Strange is generally sharp and sometimes abrasive to those around him, rarely cracking jokes. Wong, conversely, is a charming and humble man who has an easy time empathizing with the struggles of others.

## POWERS

### BASIC
- Discipline 3

### MAGIC (SORCERY SET)
- Astral Form
- Bolts of Balthakk
- Flames of the Faltine
- Icy Tendrils of Ikthalon
- Images of Ikonn
- Mists of Munnopor
- Shield of the Seraphim (20 points to shatter)
- Summon Portal
- Winds of Watoomb

### MARTIAL ARTS
- Attack Stance
- Chain Strikes
- Defense Stance
- Fast Strikes
- Flying Double Kick
- Leg Sweep

# 9

# THE MARVEL MULTIVERSE

**The Marvel Multiverse is a seemingly infinite** collection of different universes that are all connected by a focus on one of the most important planets within them: Earth. Most of these universes feature people with super-powers often fighting against each other in high-stakes battles for the fate of their worlds. Your heroes' adventures take place in one such universe, one that's closely related to the main Marvel Comics Universe—but not identical to it.

The main Marvel Universe featured in the comics is known as *Earth-616* (or sometimes as Universe-616). There are all sorts of others that show up in the comics, like the Ultimate universe (Earth-1610), the 2099 universe (Earth-928), the Marvel Zombies universe (Earth-2149) and the Spider-Gwen universe (Earth-65).

Not every universe gets a number. Many universes don't even know for sure that other parallel universes exist and have not established ways to travel between them.

You, of course, can do as you like—as long as the other players in your game agree. You can stick to your game's universe, or you can explore an entire panoply of universes in your own corner of the wider Marvel Multiverse.

Your Multiverse is yours.

## YOUR GAME, YOUR UNIVERSE

The universe in which your game exists starts out as a single universe in the Marvel Multiverse. This is the place your heroes call home, and they may not know of any other.

This fact grants you a lot of freedom in your game. If you're playing Captain America or Storm or Captain Marvel or whoever else, you don't have to worry about whether your character acts exactly like the originals from the comics or makes the same choices or gets into the same kinds of trouble. You don't have to concern yourself with keeping up with everything that's happening in the comics.

Instead, you can forge your own path.

If you're playing an original character of your own design, you don't have to think about the fact that they don't appear in the comics. You don't have to worry about what kind of impact they might make on the larger stories. The stories you and your friends create are yours and yours alone.

You and the other players in your game get to treat the particular Marvel setting in which you play as its own universe in the Multiverse. You can take as many elements from Earth-616 as you like. You can borrow bits from other established Marvel Universes too, or just embrace them entirely. You can even mix and match all your favorite pieces to make your own special blend.

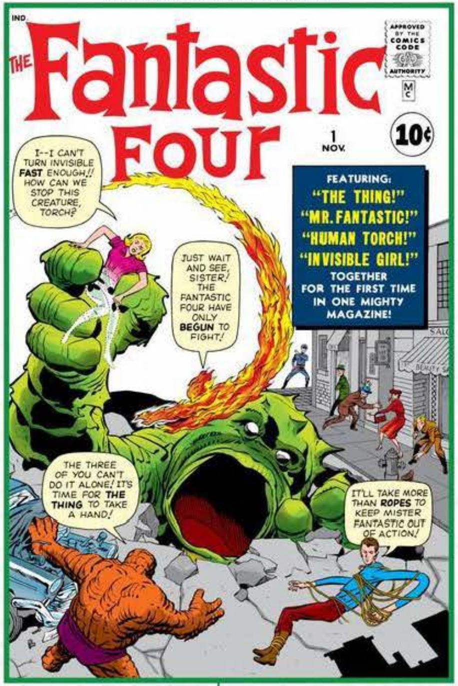
### Continuity Matters

The company now known as Marvel comics has been publishing stories set in the Earth-616 universe since 1939. It all started in *Marvel Comics #1*, which debuted in August of that year and featured stories about the original Human Torch (Jim Hammond) and Namor, the Sub-Mariner. Back then, the company was known as Timely Comics, and it even spent some time publishing as Atlas Comics.

The current Marvel comics that we all know and love launched in 1961 with the publication of *Fantastic Four #1*. That means we have over 60 years of great Marvel stories, and their roots stretch back another 22 years before that.

10¢
MARVEL COMICS
OCT.
This Month
"THE HUMAN TORCH"
"THE ANGEL"
"SUBMARINER"
"MASKED RAIDER"
Featuring
KA-ZAR THE GREAT
12 PAGES OF JUNGLE ADVENTURE!
ACTION MYSTERY ADVENTURE

Art by Frank Paul


IND
THE Fantastic Four
APPROVED BY THE COMICS CODE AUTHORITY
1 NOV.
10¢
I--I CAN'T TURN INVISIBLE FAST ENOUGH!! HOW CAN WE STOP THIS CREATURE, TORCH?
JUST WAIT AND SEE, SISTER! THE FANTASTIC FOUR HAVE ONLY BEGUN TO FIGHT!
FEATURING: "THE THING!" "MR. FANTASTIC!" "HUMAN TORCH!" "INVISIBLE GIRL!" TOGETHER FOR THE FIRST TIME IN ONE MIGHTY MAGAZINE!
THE THREE OF YOU CAN'T DO IT ALONE! IT'S TIME FOR THE THING TO TAKE A HAND!
IT'LL TAKE MORE THAN ROPES TO KEEP MISTER FANTASTIC OUT OF ACTION!

Art by Jack Kirby & unknown

HISTORY OF THE MARVEL UNIVERSE
MARK WAID
JAVIER RODRIGUEZ
WITH ALVARO LOPEZ
MARVEL

Art by Steve McNiven, Mark Farmer & Sunny Gho

The way those stories all link together and form a more or less cohesive whole is called *continuity*. It's the continuous sum of all the Marvel comics stories that have been intricately woven with each other to form a common history that they can all refer to and draw from.

Continuity is what gives stories resonance. When you know about their history, you care about what's happening. It's why you gasp when you learn that the new gentleman dating Aunt May is Dr. Otto Octavius (otherwise known as Doctor Octopus). It's what makes Captain America a hero of the ages rather than just some guy running around in a colorful costume. It's what makes Thanos a terrifying menace instead of an alien with a sparkly glove.

Continuity gives you context for the story, which gives you a reason to care.

### But You Can Ignore It

Despite that truth, few people are familiar with the entire continuity of Marvel comics. Reading over 80 years' worth of comic books, much less keeping track of it all in your head, could be the work of a lifetime. Most fans just read the bits they like and ignore the rest.

Similarly, you don't *need* to know much about any of the continuity of Marvel comics—at least when it comes to playing the *Marvel Multiverse Role-Playing Game.* You can, if you like, just play with the information given to you in this book. Later in this chapter, we give you an overview of how the Marvel Multiverse works, and that should be plenty to fire up your imagination and get you going, even if you've never read a Marvel comic or watched something from Marvel Studios.

Of course, chances are good that you've run across one kind of Marvel story or another before. Maybe you saw an animated show or a live-action film. Maybe you played a Marvel video game or played with Marvel action figures. Or maybe you've been following the comics ever since you learned how to read.

No matter how deep your understanding of the Marvel Multiverse is, you can play this game with confidence. There are no history quizzes here. We play for fun.

### And Make Your Own

As you and your friends play the game, you're going to establish a continuity of your own. You're going to remember the people you meet, the villains you fight, the losses you suffer and the triumphs you accomplish. That's the continuity that matters most.

### For More Information

If you'd like to know more about the Marvel Multiverse and the stories set in it, be sure to visit Marvel.com. In particular, if you're interested in the decades of incredible stories that Marvel comics has published, you should visit your friendly local comic store to see what intrigues you.

For those who want access to tens of thousands of Marvel comics titles at once, a subscription to Marvel Unlimited—Marvel's online comics library—is a fantastic bargain too.

## THE MARVEL MULTIVERSE

All that said, if you're playing the *Marvel Multiverse Role-Playing Game*, you should know a bit about the setting and how it works. Here's a (not-so) brief overview.

If you'd like more details, we recommend reading *History of the Marvel Universe*, an excellent comic book miniseries by Mark Waid, Javier Rodríguez and Álvaro López.

### What Came Before

The Marvel Multiverse is a subset of the Omniverse—the collection of every universe ever made in fiction or reality, including the one in which you sit right now. This game, though, only concerns itself with the Marvel Multiverse.

All of the universes in the Marvel Multiverse are related in some fashion. In most cases, that's because they feature people who have super-powers—or at least, people who are variants of those who are native to Earth-616, the main Marvel Comics Universe. Each of them diverged from the others at certain points, often due to an important decision that someone made or a simple twist of fate.

Despite the fact that there are several known universes that interact in the Marvel Multiverse, there are theoretically a nearly infinite number of possible universes within it.

A few beings transcend the Marvel Multiverse and watch over it as a whole. The one seen most often is the Living Tribunal, a three-faced being charged with maintaining balance among the Multiverse. The others are the One Above All (the creator of the Multiverse) and the One Below All (a dark manifestation of the One Above All). These beings belong to no particular universe and can manifest in all of them simultaneously.

There have been several iterations of the Marvel Multiverse. Each time it's destroyed, it's reborn again as something new, a whole new cosmos. The Marvel Multiverse we're all familiar with started out as the Seventh Cosmos, which we know as Earth-616.

## EARTH-616 HISTORY

The sole survivor of the Sixth Cosmos was a person named Galan of Taa. When he emerged into the Seventh Cosmos, he eventually became Galactus, a gigantic spacefaring being who needs to devour entire worlds to survive.

Many other creatures coalesced after the birth of the Seventh Cosmos, including abstract personifications like Master Order, Lord Chaos, Eternity and Death. The Infinity Gems—six stones of ineffable might—also developed. These were later bound into a gauntlet that gave its wielder ultimate power over the universe.

A few other forces survived from the previous cosmoses as well. They include the Phoenix Force (an incredible power that has been known to possess humans like Jean Grey and Maya Lopez) and the M'kraan Crystal (pieces of which can permit travel through the Multiverse and even through time).

Early intelligent races spawned and spread among the stars. These included the Celestials (an entire species of gigantic spacefaring beings), the Brood (aggressive xenomorphs who absorb other species into their kind) and the Watchers (a peaceful people who unintentionally caused a war so terrible that they vowed never to interfere with other sentient creatures ever again—only to watch).

Some time later, the Earth formed. Its first occupants were powerful creatures who became the progenitors of the various pantheons of the planet's myths and legends. This would eventually include the gods of Asgard, Olympus and Egypt, among others.

When the Celestials visited Earth and discovered humans, they were surprised by humanity's versatility and adaptability. In the course of their mysterious experiments, the Celestials created the super-powered Eternals and the mutating Deviants. The one hundred original Eternals are apparently immortal but rarely breed, while the Deviants breed regularly but can also die. These two societies have fought a secret war across millennia, one that continues to this day.

Meanwhile, a rogue Celestial tried to destroy the entire planet. An early group of heroes—Odin, Lady Phoenix (a possessor of the Phoenix Force), Agamotto (a sorcerer), Black Panther (ancestor of T'Challa), Iron Fist, Ghost Rider and Starbrand—joined together to form the first super-team to defeat him. They came to be called the Avengers of 1,000,000 BC.

### World War II

The Golden Age of super heroes started in 1939, right at the dawn of World War II. The first of these heroes were the Human Torch (Jim Hammond) and the Sub-Mariner (Namor), who started out as enemies but soon became allies. It wasn't long till many other costumed heroes joined them, most notably Captain America (Steve Rogers) and his sidekick Bucky (James Buchanan Barnes). Along with the Whizzer, Miss America, Spitfire and Union Jack (James Montgomery Falsworth), they formed a team of super heroes who fought alongside Allied forces in World War II known as the Invaders.

The Invaders formed the basis for the modern super-hero teams that would become common in later years. A group of powerful people bound by a common cause, they came together to face troubles that none of them could hope to surmount on their own. They fought the Axis powers throughout the war but broke up when the fighting was over.

Just before that—in April of 1945—Captain America and Bucky disappeared while putting an end to a Nazi plot spearheaded by Baron Heinrich Zemo. For decades, both heroes were presumed dead, casualties of the war. That would prove not to be true.

After the war, the surviving Invaders formed the All-Winners Squad, which included a new Captain America (William Nasland, originally the Spirit of '76) and Bucky (Fred Davis Jr.), who had been recruited to replace the originals so that the public would not become disheartened at their deaths.

During the postwar years, the U.S. government founded S.H.I.E.L.D., a counterterrorism organization whose main purpose was to battle Hydra, a global criminal organization that emerged from the war's fascist ashes. Nick Fury—who had led the Howling Commandos during the war—became one of S.H.I.E.L.D.'s most prominent agents and eventually its director.

### The Dawn of Marvels

Many years later, the modern age of heroes began with the appearance of the Fantastic Four, which included Mr. Fantastic, the Thing, the Invisible Woman and a new Human Torch (Johnny Storm). A group of explorers who were exposed to cosmic rays after launching a new sort of spacecraft, they each gained extraordinary powers and dedicated themselves as a team to fighting the incredible threats that plagued the planet.

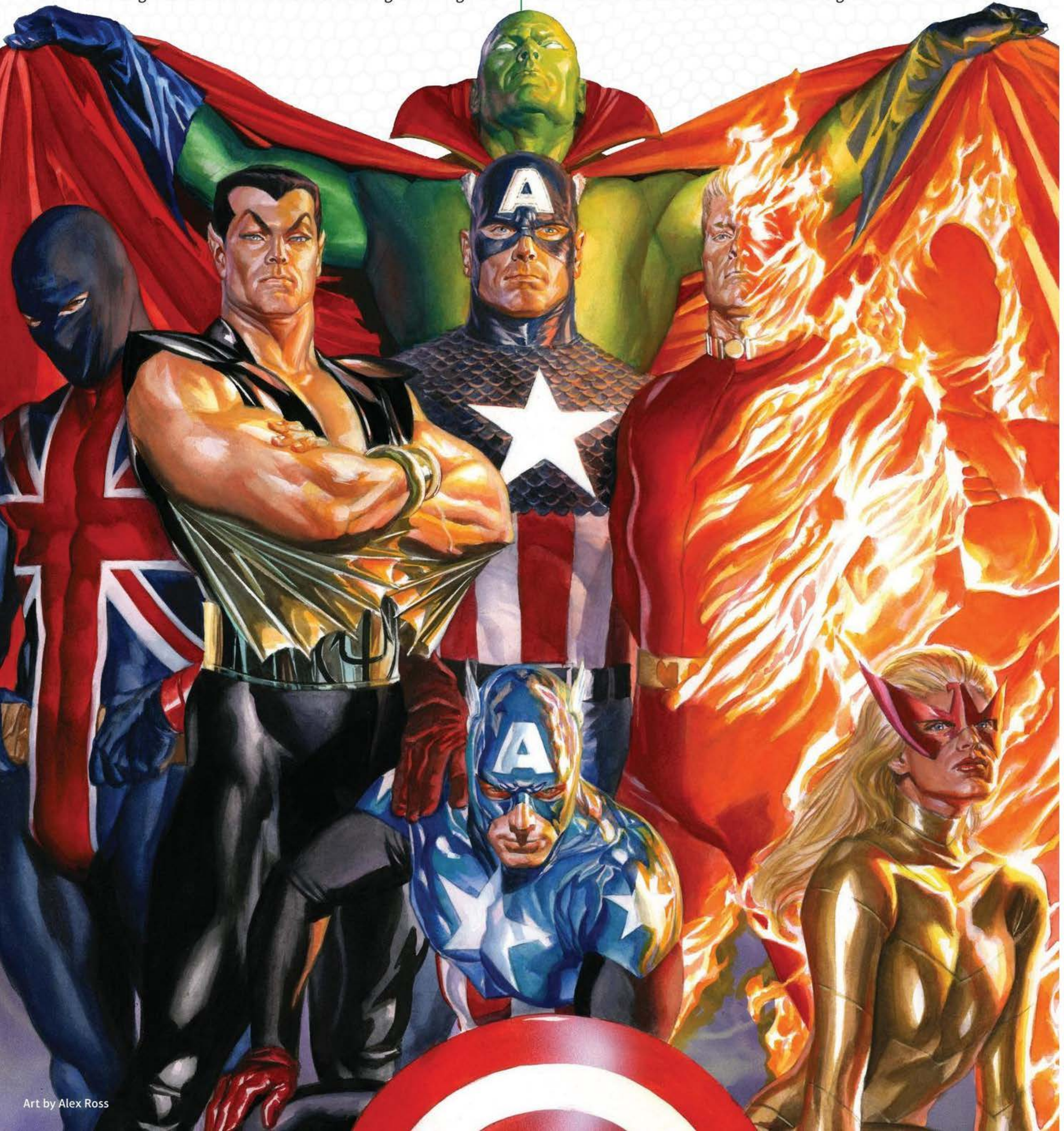
The Fantastic Four's rise to prominence heralded the arrival of a massive wave of new super-powered people. Soon after, scientist Bruce Banner—inventor of the gamma bomb—was caught in a test explosion of his own device. With this, he became the first known gamma mutate, a creature who came to be called the Hulk.

Not too long after, teenager Peter Parker was bitten by a radioactive spider. The powers that this gave him inspired him to become the costumed entertainer known as Spider-Man. The death of his Uncle Ben at the hands of a burglar who Peter had let escape forged him into a hero. It also taught him the core lesson of his life: "With great power there must also come great responsibility."

Dozens of other heroes emerged in the following years. Dr. Donald Blake discovered that he was actually the Asgardian god of thunder, Thor. Industrialist Tony Stark escaped death and imprisonment by creating a suit of armor in which he became Iron Man. Dr. Hank Pym discovered the Pym Particles he used to change size at will, and he and his fiancée Janet Van Dyne became Ant-Man and the Wasp.

Charles Xavier (a.k.a. Professor X) gathered a group of teenaged mutants to his side to stand against Magneto and his Brotherhood of Evil Mutants. To that end, he forged Angel, Beast, Cyclops, Iceman and Marvel Girl (Jean Grey) into the first team of X-Men, who worked together to show the rest of humanity that at least some mutants were on their side.

Thor united with the Hulk, Thor, Iron Man, Ant-Man and the Wasp to put an end to the latest machinations of Thor's adopted brother, Loki. The team that formed from this became the first incarnation of the modern Avengers.



Art by Alex Ross

Not long after, the Avengers discovered the original Captain America frozen in a block of ice and revived him. Awakened into a world he did not recognize, Steve Rogers once again answered the call of duty and soon became the Avengers' leader.

Countless other super-powered people emerged in the following years. It became impossible to track them all, although that didn't stop S.H.I.E.L.D. and other organizations from trying. They proliferated to the point at which seeing a super hero on the streets of New York City became a commonplace thread in the city's fabric.

### Threats From Beyond

As a rising power in the galaxy, Earth attracted countless alien visitors. One of the most prominent of these were the Skrulls, a shape-shifting race that ran afoul of the Fantastic Four, despite their ability to blend in with the locals. The Skrulls' longtime foes—the Kree—also took interest in the planet, sending Captain Mar-Vell to oversee their efforts there. This eventually culminated in the Avengers playing a key role in the Kree/Skrull War, which they helped to end.

In his research, Mister Fantastic discovered how to access the Negative Zone, a gigantic pocket dimension composed entirely of antimatter. There he also drew the attention of the tyrant Annihilus, who was in the process of conquering as much of the Negative Zone as he could reach.

While the heroes triumphed in these cases, Iron Man (Tony Stark) gathered together the most intelligent and influential heroes he could find to form the Illuminati, a group that gathered secretly to share information and make decisions about how to best defend their planet. The original lineup included Iron Man, Mister Fantastic, Namor, Doctor Stephen Strange (who was then Earth's Sorcerer Supreme) and Black Bolt (Blackagar Boltagon, leader of the reclusive civilization known as the Inhumans).

For his part, Doctor Strange focused his efforts on protecting Earth from mystical threats. This included Dormammu, a powerful creature of pure magic born in the dimension Faltine—from which he was banished—who went on to conquer the Dark Dimension.

Professor X forged a new team of X-Men, of which Cyclops and Jean Grey were the only original members. The new recruits included Banshee, Colossus, Nightcrawler, Storm and Wolverine. During their early adventures, Jean Grey (then known as Marvel Girl) gained the power of the Phoenix Force and took on the name Phoenix. While traveling in space, she devoured an entire star, destroying an inhabited planet orbiting it. The alien civilization known as the Shi'ar Empire followed Phoenix to Earth to execute her for her crime. Rather than allow her power to further corrupt her, Jean sacrificed herself, ridding herself of the Phoenix Force.

Not long after, teenager Richard Rider (the original Nova) found himself recruited into the Nova Corps, an intergalactic police force headquartered on the planet Xandar. This step integrated humanity into the larger galactic culture.

The Avengers united with the Guardians of the Galaxy from the thirtieth century to defeat time-traveler Michael Korvac, who had absorbed the Power Cosmic from the starship of Uatu, the Watcher assigned to keep eyes on the Earth. While these Guardians would go back to their own time, a team headed by the Earth-born Peter Quill would become a new Guardians of the Galaxy in the present.

### The End of the Seventh Cosmos

Countless other tales took place over the years, but they began to come to a head with the Age of Ultron. The artificially intelligent robot Ultron had conquered Earth. Faced with no other choice, Wolverine traveled back in time several times to stop Ultron's rise to power before he finally succeeded.

While noble, these efforts led to the shredding of the space-time continuum. Different universes began to converge with each other, causing their related Earths to share the same space—an incident called an *incursion*—and resulting in the destruction of both planets. The only way to stop this was to destroy one of the Earths before they collided.

In the end, only two universes survived: Earth-616 (the standard Marvel Comics Universe) and Earth-1610 (known as the Ultimate Universe). When they collided, both universes were destroyed.

Among the few survivors of this cataclysm, Doctor Doom guided the Molecule Man to steal the power of the Beyonders, a species of nearly omnipotent people who had been born in the Second Cosmos and had lived outside of the Multiverse ever since their cosmos' destruction. With this power, Doom fashioned Battleworld—a conglomerate planet that mashed together pieces of several different universes—and installed himself as God Emperor Doom.

### The Birth of the Eighth Cosmos

Years later, the Molecule Man took the Beyonders' power from Doom and gave it to Mister Fantastic, who—with the help of his son, Franklin Richards—set about re-creating the Marvel Multiverse. This gave birth to the Eighth Cosmos, the current one for Earth-616 and its related universes.

The Eighth Cosmos isn't brand-new so much as it's a rebuild of the Seventh Cosmos. During the reconstruction, a number of changes were made. Most notably, the Miles Morales version of Spider-Man originally from Earth-1610 is now a native of Earth-616.

## EARTH-616 TODAY

The story of the Marvel Multiverse is continually evolving. As of the writing of this book, however, this is the state of things on Earth-616.

In many ways, Earth-616 resembles our own world. Most of the geography is the same, and many of the countries are too. For most people, the technology is about the same, with some differences due to super-intelligent inventors like Reed Richards and Tony Stark.

There are several major differencess though, beyond even the simple existence of super-powers.

### Super-Teams

The biggest difference between Earth-616 and the real world is the existence of super-powers. Many of the most powerful heroes in the world, though, often find that they can't handle their biggest challenges on their own. To manage that, they must form teams of heroes to work together for the greater good. Here are the most notable of them:

**Alpha Flight:** Canada's official super-hero team. The Guardian (James Hudson) formed and led the original team, but it has gone through several versions since.

**The Avengers:** The Avengers are a global team of super heroes dedicated to uniting against threats that none of them could possibly handle on their own. The roster has changed regularly over the years, contracting and expanding to fit the needs of the current crisis. However, the mainstays include Thor (Odinson), Iron Man (Tony Stark) and Captain America (Steve Rogers).

**The Champions:** This was originally a team of heroes formed in Los Angeles, led by the Black Widow (Natasha Romanoff), but they have long since disbanded. A new team of teenage heroes in and around New York City, led by Viv Vision and Ms. Marvel (Kamala Khan), recently took their place.

**The Defenders:** The original Defenders were a non-team that Doctor Strange manipulated into working together. There have been several versions since, often with vastly different memberships.

**The Fantastic Four:** The original team of the Heroic Age, the Fantastic Four were formed after Mister Fantastic, the Invisible Woman, the Thing and the Human Torch (Johnny Storm) gained super-powers. There have been other members and versions of the team over the years, but these four heroes—family members, really—remain the team's core.

**The Guardians of the Galaxy:** The original Guardians of the Galaxy were formed in a possible future (Earth-691) by Major Victory (Vance Astrovik) and survivors of the Badoon Wars. The current team was formed by Star-Lord (Peter Quill) and works to protect the entire galaxy from cosmic-level threats.

**The Ultimates:** The original Ultimates were Earth-1610's version of the Avengers. On Earth-616, Captain Marvel (Carol Danvers) formed the Ultimates, a team of high-powered heroes who seek out cosmic-level threats and try to defuse them before they became too dangerous to deal with.

**The Winter Guard:** Russia's answer to the Avengers, springing from the remains of the Soviet Super-Soldiers. When a member dies, they are usually replaced by a new super-powered Russian soldier. The fifth Crimson Dynamo (Dimitri Bukharin) leads the current team.

**The X-Men:** The X-Men are the original team of mutant super heroes, formed by Professor X to show the world that mutants were there to help rather than harm. They have gone through countless rosters since then and spawned several spin-off teams.

## New York City

Far and away, most stories told in Marvel comics take place in Manhattan, New York City. That's where Marvel comics was started and where its office remains to this day.

Most of New York City looks much like that of the real world, although there are several exceptions. They include:

**Avengers Mansion:** Originally Stark Mansion—the home where Tony Stark grew up—this building served as the first headquarters for the Avengers. Situated on Park Avenue in Midtown Manhattan, it's been nearly destroyed several times.

**Avengers Tower:** The headquarters of Stark Enterprises, located near Columbus Circle. The top three floors of what was then known as the Stark Tower served as the new headquarters for the Avengers until it was destroyed. It was later rebuilt as Avengers Tower but had to be sold off when Tony Stark went bankrupt.

**The Baxter Building:** The original headquarters of the Fantastic Four, located at 42nd and Madison, just east of Bryant Park. After one destruction, it was replaced by Four Freedoms Plaza, but that has since been destroyed and rebuilt as the Baxter Building once again.

**Empire State University:** A prominent university located in Manhattan. Notable attendees include the Green Goblin (Norman Osborn), Spider-Man (Peter Parker), Squirrel Girl, Emma Frost, Venom (Flash Thompson) and Ghost-Spider (Gwen Stacy).

**The Raft:** A maximum security prison built to house super-powered offenders. It sits on its own island near Ryker's Island.

## Earth Geography

While most nations on Earth-616 are the same as in the real world, there are several notable additions. Among them, they include:

**Atlantis:** The underwater kingdom usually ruled over by Namor, who is better known as the Sub-Mariner. This was once an entire continent in the middle of the Atlantic Ocean, but it sank beneath the waves after a cataclysmic war with its rival nation, Lemuria.

**Genosha:** A small island-nation off the coast of Africa, directly east of Kenya. It became notorious for enslaving mutants, but after an uprising, it became a mutant-led nation. It has since been reduced to ruins.

**Krakoa:** A floating island that is actually a living mutant, Krakoa is the home of a mutant nation founded by Professor X, Magneto and Moira MacTaggert, and is ruled by the Quiet Council. All mutants are welcome there and can reach it by using a series of plant-based portals that admit only mutants. Mutants who have died can be resurrected there as well.

**Latveria:** The tiny eastern European nation ruled by Victor Von Doom, better known as Doctor Doom. It's perched in the Carpathian Mountains, just north of Symkaria.

**Lemuria:** A nation that long ago fell beneath the surface of the Pacific Ocean, after a cataclysmic battle with Atlantis. The surviving Deviants who lived there retreated to underground cities, while the water-breathing *Homo mermanus* settled in the underwater remains.

**Madripoor:** A tiny island-nation located south of Singapore that features incredible wealth in Hightown and desperate poverty in Lowtown. Its lack of an extradition treaty with any other nation makes it a convenient hideout for criminals. It sits on the head of a gigantic sleeping dragon that fortunately rarely awakens. A woman named Tyger Tiger is currently in charge of the place.

**The Savage Land:** A secret tropical area in Antarctica, preserved since prehistoric times by a ring of volcanos that keep it steamy and warm even in this otherwise freezing polar continent. Ka-Zar (Kevin Plunder) and Shanna the She-Devil (Shanna O'Hara) watch over this land, which remains populated by dinosaurs, saber-toothed tigers and other creatures of ancient origin.

**Siancong:** A small nation in southeast Asia that recently became even smaller. It was created when Shan-K'ang—an earth goddess from another universe—escaped to Earth-616 and became trapped there as this new land. In the process of being freed, Shan-K'ang began drawing the nation into herself, but the process was stopped before it could be completed, leaving a nation of roughly 150 square miles behind.

**Sokovia:** A small nation in eastern Europe. Although made famous in the Marvel Cinematic Universe, in Earth-616, it's a war-torn former Soviet nation that was for a time ruled by the Red Skull.

**Symkaria:** A small eastern European nation that sits to the south of Latveria, this is the homeland of Silver Sable and her Wild Pack. Latveria recently invaded it, and it now falls under the rule of Doctor Doom.

**Wakanda:** A small but mighty nation in northeast Africa, Wakanda is the most advanced country on the planet due to its control of the most incredible metal in the world: vibranium. A series of Black Panthers ruled the nation for centuries, but recently, the current Black Panther (T'Challa) helped transform the land into a democracy.

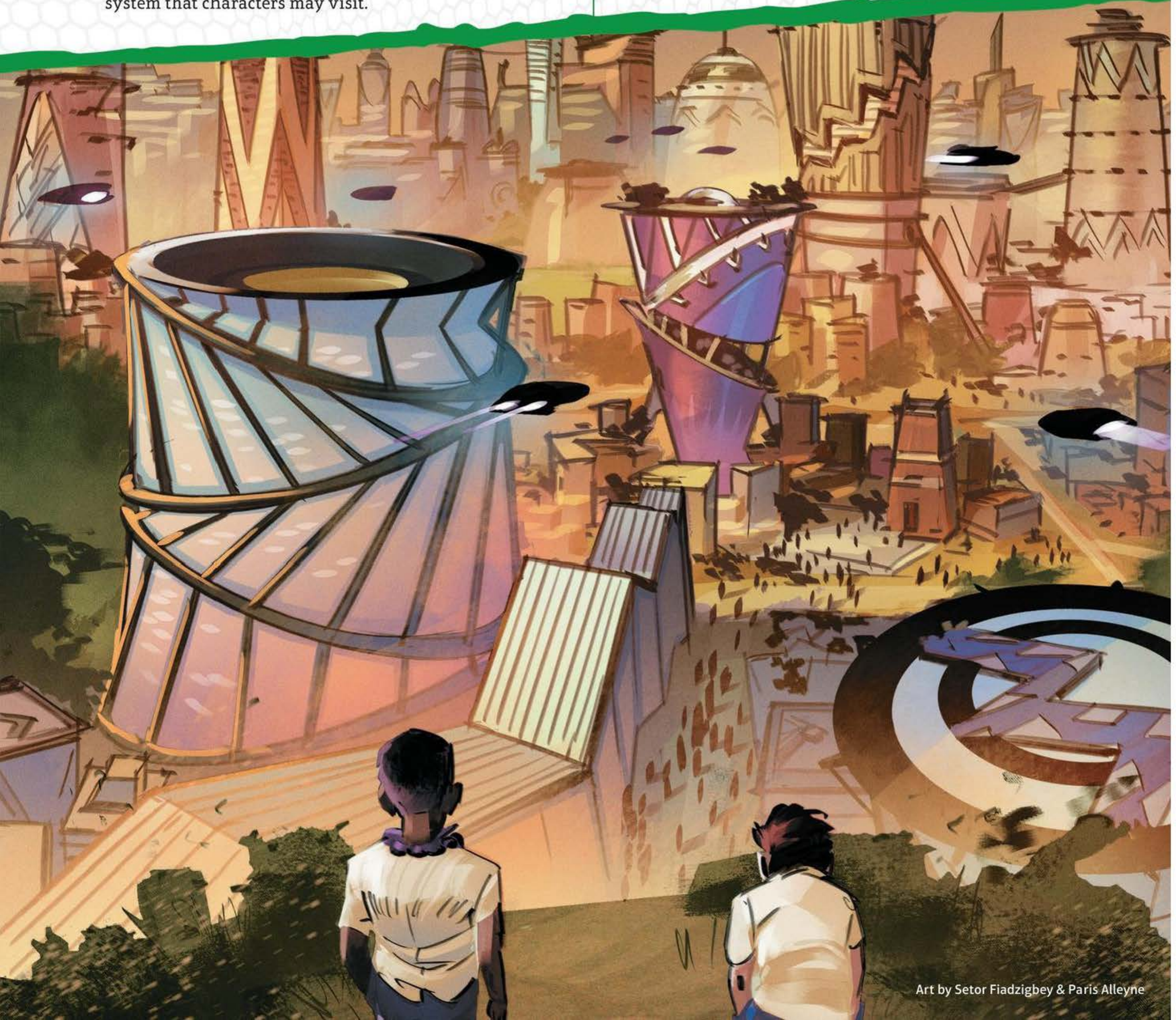
## Off-Planet

Many stories in the Marvel Multiverse expand deep into the Milky Way galaxy and beyond. However, there are some unusual locations away from Earth but still inside the solar system that characters may visit.

**Arakko:** The mutants of Krakoa terraformed Mars into a habitable planet and rehomed the mutant residents of the dimension Amenth there. That included Krakoa's sister island Arakko, which the mutants then renamed the planet after. It's governed by the Great Ring, some of the most powerful mutants in the universe.

**The Blue Area:** The Skrulls terraformed this part of the Earth's moon many thousands of years ago, and the Watcher (Uatu) later made it his home so he could watch over the Earth from there. For many years, he shared the space with the Inhumans, who transported their homeland of Attilan there. Today, the Summer House sits there, the home of Cyclops (Scott Summers) and many of his friends and family.

**Titan:** This moon of Jupiter serves as the home of a group of Eternals who broke away from the ones on Earth. This is the birthplace of Thanos.



Art by Setor Fiadzigbey & Paris Alleyne

Art by Alex Ross

## Other Dimensions

While there are countless other universes in the Marvel Multiverse, there are also a number of related or pocket dimensions that are directly connected to Earth-616. Presumably, some of the other universes have their own versions of these places.

**Amenth:** A dark and horrible dimension that served as the home of the living island Arakko and the mutants who inhabit it. The demon lord Annihilation ruled over it for countless years.

**Asgard:** The home dimension of the Asgardian gods, who resemble the gods of Norse myth. It can be reached from Earth by a nexus known as the Rainbow Bridge. It is one of a set of linked dimensions called the Ten Realms. (This was long known as the Nine Realms until it was reunited with the dimension of Heven.) In this system, Earth is known as Midgard.

**The Astral Plane:** A plane attached to Earth, composed of ectoplasm. Trained sorcerers and psychics can project their spirits into the Astral Plane and explore it freely.

**The Dark Dimension:** This is the largest part of what was left when the original Dark Dimension was broken into thousands of pieces, now known collectively as the Splinter Realms. Dormammu rules over it now.

**Heliopolis:** The home of the pantheon of Egyptian gods known as the Ennead. A golden bridge called the Path of the Gods connects it to a nexus in Egypt. It is also directly linked to its underworld, known as the Duat.

**K'un-Lun:** One of the Seven Capital Cities of Heaven, it appears in the Himalayas for a short time every ten years. Its champion is Iron Fist, a tradition that has been passed down through countless hands.

**Limbo:** A region that stands outside of the flow of time, traditionally ruled by Immortus. This is where Kang (a younger version of Immortus) built his citadel Chronopolis. It's also the home of the Space Phantoms.

**The Negative Zone:** A dimension composed entirely of antimatter. For people of Earth-616 to enter it, the portal must reverse the polarity of their atoms, converting them from matter into antimatter, or they risk exploding upon touching anything. Annihilus usually rules over it.

**Olympus:** The home of the Olympian gods, who resemble those of Greek and Roman myths. It can be reached through a nexus on Mount Olympus on Earth. It is also directly linked to its underworld, known as Hades.

**The Otherplace:** Also known as limbo—but not the one that stands outside of time—this is a pocket dimension filled with demons. It is traditionally ruled by the demon Belasco, although others have taken over at various times, including Magik (Illyana Rasputin). It's the center of the countless Splinter Realms formed by the shattering of the original Dark Dimension.

**Otherworld:** A pocket dimension that serves as the nexus for all realities. From here, you can reach many corners of the Multiverse directly. It features several provinces, including Avalon (home to Merlyn and King Arthur). The Starlight Citadel (former home of the Captain Britain Corps) and its Omniversal Guardian watch over them all.

**Sub-Atomica:** This is a dimension that can be reached from Earth by shrinking down far enough. If you shrink down from this universe, you can end up in another one called the Underspace, which stands apart from all other dimensions. Similarly, if you grow incredibly large from the standard universe, you can reach the Overspace, where you can encounter the universal personifications, creatures like Infinity, Eternity and Death.

**Ta Lo:** The home dimension of the Xian, who resemble the gods of Chinese myth. It can be reached from a nexus atop each of China's Five Great Mountains. Shang-Chi's mother, Jiang Li, came from here.

## OTHER UNIVERSES

Besides Earth-616, several other universes feature prominently in the Marvel Multiverse. It's impossible to cover them all in the space of a single book, much less a single chapter, but here is an overview of some of the most important ones.

If you want to read the stories based in these worlds, be cautioned that these profiles contain some spoilers.

### The 2099 Universe

Earth-928 represents a possible future in which many modern super heroes and villains have advanced counterparts. The most famous of these is Spider-Man 2099 (Miguel O'Hara), who repeatedly ventured back into the modern time of Earth-616, often at great risk to his personal timeline.

### The Days of Future Past

In this possible future, known as Earth-811, mutants are outlawed, and most of them have been hunted down and killed by Sentinels. This happens after the anti-mutant U.S. Senator Robert Kelly was assassinated. In an effort to change the past, the Kate Pryde of Earth-811 sends her mind back through time to take over her teenaged self in Earth-616. With her guidance, the X-Men manage to save Senator Kelly and hopefully prevent a similar fate from befalling their world.

Despite this, other characters from Earth-811 have crossed over to Earth-616 too. This includes Rachel Summers, who made the move permanent. In the aftermath of the Secret Wars, the survivors of Earth-811 wound up in a part of Battleworld known as the Sentinel Territories.

### The Larval Universe

Earth-8311 features anthropomorphic people who appear to be animated like cartoons. The most famous of these is Spider-Ham (Peter Porker), but there are countless other counterparts for various Marvel characters, including Hulk Bunny (Doctor Bruce Bunny), Captain Americat (Steven Mouser), Thrr, Iron Mouse (Tony Yarg) and others who make up the Scavengers.

The physics of Earth-8311 work differently, following the logic of cartoons. Spider-Ham also often breaks the fourth wall to speak directly to the comic-book readers. When he travels to other universes, he retains his cartoon qualities, forcing the universe to bend around him rather than the other way around.

### The Marvel Noir Universe

On Earth-90214, it's the drama-drenched 1930s of pulp fiction, and super-powers are few and far between. The tone of the stories is darker, less about good and evil and more about the shades of gray in between.

Many Marvel characters have counterparts here, but not all of them survive for long. Death is far more common on this Earth, after all.

## The Marvel Zombies Universe

On Earth-2149, a strange plague breaks out that turns its victims into zombies who hunger for human flesh. The condition affects those who are exposed to a zombie's blood, which often happens through a zombie's bite.

This eventually infects many super heroes, who become frenzied when the hunger is too much for them but can recover their senses after feeding. The Silver Surfer comes to warn them of the coming of Galactus, but the zombies defeat him, setting up a counterattack on Galactus.

The remnants of Earth-2149 became a portion of Battleworld known as the Deadlands. Black Panther (T'Challa) led them in an attack on God Emperor Doom's castle in a successful effort to distract Doom from Mister Fantastic's attempt to steal Doom's power.

## The MC2 Universe

The timeline on Earth-982 is set in the modern day, but its Heroic Age began about thirty years ago rather than fifteen. Many classic Marvel heroes have retired, and a new generation of heroes have risen up to take their place. This includes American Dream (Shannon Carter, cousin of Sharon Carter), J2 (Zane Yama, son of Juggernaut), Spider-Girl (May Parker, daughter of Peter Parker) and Wild Thing (Rina Logan, daughter of Wolverine and Elektra).

## The Real World

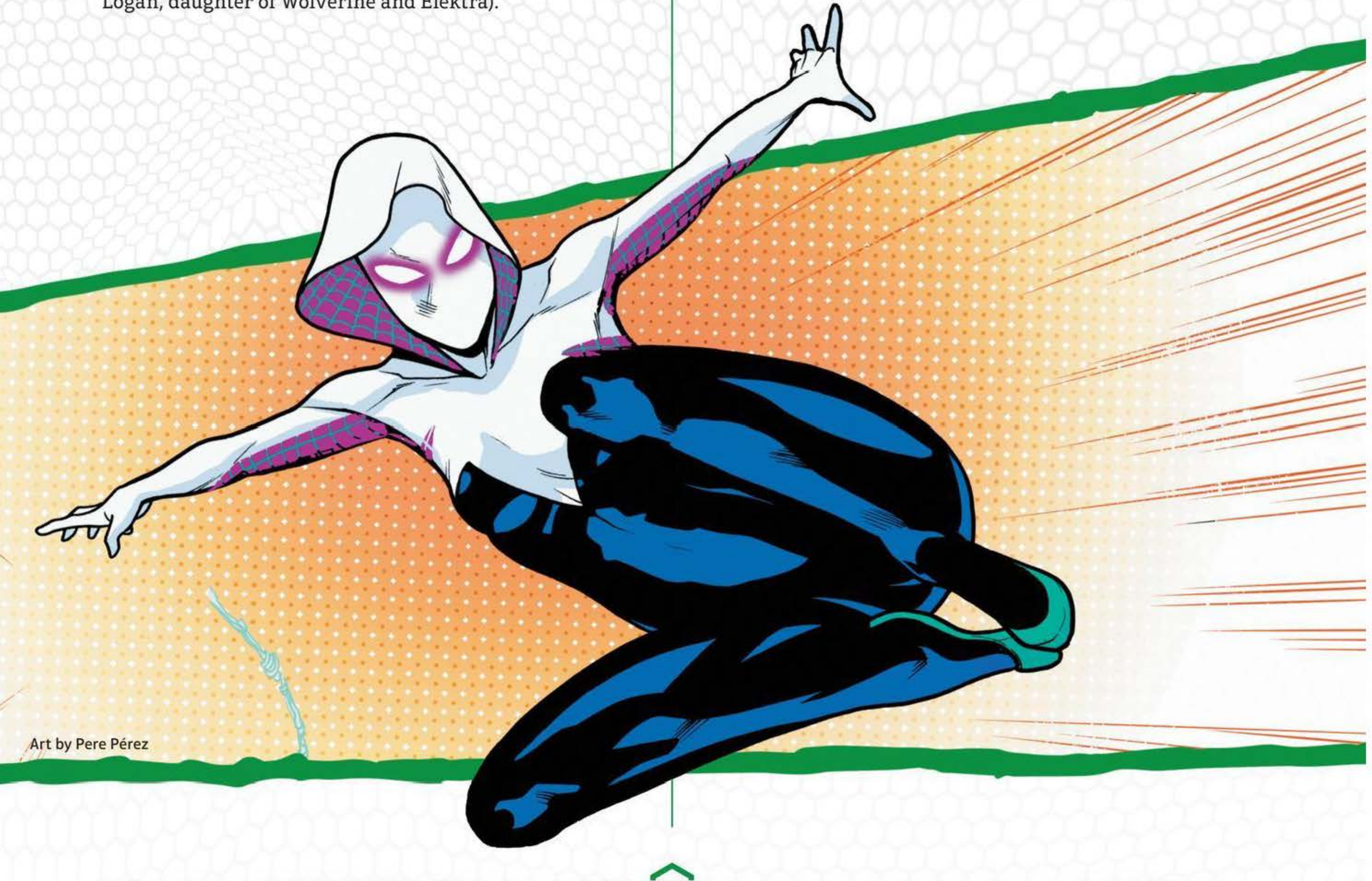
Our own world—the one in which you sit reading this—is also part of the Marvel Multiverse, known as Earth-1218. In this world, we only read about the events in the Marvel Multiverse through comic books, watch them in movies, play them in video games and even concoct our own stories with them in tabletop role-playing games.

This is the world that characters who break the fourth wall are talking to when they do that. It's possible that if super-powered characters came to this world, their super-powers would stop working, as super-powers defy the laws of our physics. However, it's also possible that the characters would maintain their own reality field around themselves and continue to function normally, much in the way that Spider-Ham does when he visits Earth-616.

## The Spider-Gwen Universe

On Earth-65, it wasn't Peter Parker who was bitten by a radioactive spider but his classmate Gwen Stacy, who then became Spider-Woman. Powerless Peter became a version of the Lizard who battled Spider-Woman and later died due to complications from his transformation.

After many multidimensional adventures, Gwen decided to relocate to Earth-616, where she became a student at Empire State University. Since Earth-616 already has enough heroes that have been named Spider-Woman, Gwen took up the new name Ghost-Spider. Gwen later returned to her home dimension.



Art by Pere Pérez

### The Ultimate Universe

The universe known as Earth-1610 has one of the closest relationships with Earth-616. Many of the people there differ only slightly from their counterparts in the standard Marvel Comics Universe. They tend to be a bit darker and more nihilistic in their approaches, but they often display just as much heroism when called upon.

The most famous new super hero who hails from Earth-1610 is Miles Morales, who became the new Spider-Man there after the death of the original, Peter Parker. In the Eighth Cosmos, Spider-Man (Miles Morales) has always been part of Earth-616. However, his Earth-616 counterpart—an older costumed criminal known as Ultimatum—knows of Miles' true origins.

### What Ifs?

Many Marvel Universes start out as answers to a single question: "What if?" These stories have been told in *What If?* comics and even the *What If?* television show. At first, they were treated as imaginary stories or even as dreams had by characters in Earth-616. However, if you can imagine or dream it, that's enough for it to be real in a universe all its own.

## TIME AFTER TIME

Unless otherwise specified, assume this game is set in the present. This is mostly how Marvel comics work as well, although there are many notable exceptions. It can be fun to play in adventures set in other times. Such adventures are soaked in the attitudes, politics and fashions that pervade those days.

But before we get to that, we need to talk about how time works in Marvel comics.

### Sliding Time

While the Marvel Multiverse as we know it launched in 1961 with the origin story of the Fantastic Four, in most Marvel comics stories, the characters do not age in real time. If they did, Peter Parker (for example) would now be in his seventies. Instead, although Peter was in high school when Spider-Man debuted in 1963, he now appears only to be somewhere in his mid-twenties.

The characters in Marvel comics do grow older. They graduate from school, get jobs, fall in love and even get married and have kids. But they do so at a much slower rate than the actual passage of time would suggest. In essence, the time on Earth-616 slides along more slowly than it does in ours.

The original Marvel era from the late 1930s to the 1950s is called the Golden Age. There are stories that are set before this, going all the way back to beyond the dawn of time, but that's the point at which those first stories were told. Most of those seem to unfold in real time—especially now that the characters from that era have been retconned to fit into Earth-616's history.

The Heroic Age (as the people of Earth-616 call the era of modern heroes) began about fifteen years ago, when Reed Richards led an expedition into space that caused the formation of the Fantastic Four. All the stories that have happened since then have taken place in just a decade and a half. That's despite the fact that some of those stories are linked to events that now no longer fit within that range.

When looking back at those stories, some of the details in them have changed to keep up with the sliding time. This is possibly due to Mister Fantastic's role in creating the Eighth Cosmos out of the wreckage of the Seventh not that long ago.

Your original characters can age similarly to Marvel characters if you'd like. You can play them for a decade and have them age only a couple of years. Or you can have them age in real time instead. In your game, it's entirely up to your group as to how to handle it.

### Time Travel

There are lots of ways that traveling through time can work, but it helps to have consistent rules to work with so that the Narrator and the other players can know what to expect when it happens in the game. In Marvel comics stories, it generally works as follows.

Time travel causes a universe to diverge at the moment that a character enters a time that's not their current time. There's the original universe where the time travel didn't happen, and the one where it did. This happens no matter if you go into the past or the future.

However, if you don't do anything to substantially change the course of events in the past, when you return to what you think to be your original present, that new universe that you're in shouldn't differ from your original one at all. In fact, it may be impossible to distinguish them from each other.

Similarly, if you travel into the future, you're traveling into a possible future in the form of a new universe. If you don't go too far, you might not notice any changes at all. When you travel back in time to your original present, it's a newly divergent universe—one that contains a version of you that came to it from that future-based universe—but it should look much the same as you left it.

If you visit a time period in which you've already been, it's possible to meet yourself. The person you meet is in fact the newly divergent universe's version of yourself. You don't create a time paradox by doing this because you're not in your original universe. You're in a new universe with its own timeline.

In the Marvel Multiverse, there are three established ways to travel through time:

- **Technological:** This includes time machines like those built by Doctor Doom or Kang the Conqueror.
- **Magic:** This could be caused by a spell (say, from Doctor Strange) or a device (like Mjolnir).
- **Personal power:** Like the mutant powers of Timeslip or the super-powers of Kronos.

Note that even though the players might know how time travel works, the characters often might not. Most characters don't wander through time all that often, and they might legitimately fear creating time paradoxes or doing anything that might alter their previous universe's sequence of events.

## PLAYING IN DIFFERENT ERAS

The default might be for your game to be set in the present, but you're free to play in any time period that you'd like. There are a number of different ways to go about this.

### Play the Age

Comic-book stories are often separated into four ages that have a collective set of sensibilities and styles. These include:

- The Golden Age, roughly 1939 through 1960. This starts with *Marvel Comics* #1 and features heroes like Captain America (Steve Rogers), the Human Torch (Jim Hammond) and Namor. The characters often appeal to readers of all ages and have straightforward characters and plots.
- The Silver Age, roughly 1961 through 1970. This begins with *Fantastic Four* #1 and features heroes like Spider-Man (Peter Parker), the Hulk (Bruce Banner) and Thor (Odinson). Some of the heroes of the Golden Age return, but the stories are now more complex and often feature flawed characters or at least those with real-world problems.
- The Bronze Age, roughly 1970 through 1985. These stories become even more grounded in real-world issues and are often geared toward older readers. These pushed back against the Comics Code Authority, which, at the time, prohibited the depiction of horrific monsters, the use of drugs and other mature subjects.
- The Modern Age, roughly 1985 through today. The stories are now even more mature and complex and feature a diverse and inclusive range of characters, as well as many antiheroes like the Punisher (Frank Castle) and Venom (Eddie Brock). Although the Comics Code Authority had been revised to be looser, Marvel comics quit asking for its approval in 2001 and has been the sole regulator of its own content ever since.

Playing a game set in any of these ages is simply a matter of adopting their flavor. In terms of maturity levels, most Golden Age comics would have a G rating, Silver Age would be mostly PG, Bronze Age would be PG-13 and the Modern Age could include any of those levels straight up to R.

### Play the Date

Instead of playing in a particular age, you can set your game by the date. This gives you a lot more freedom in terms of the maturity levels you can work with, but since it runs against the traditions of those eras, it can cause some friction for some people.

You could, for instance, play adventures pitting S.H.I.E.L.D. versus Hydra during the Cold War in the 1960s. Such games can have the maturity level of a modern spy movie despite being set during the Silver Age.

If you want to stick to Earth-616, remember that the Age of Heroes didn't start until after the twentieth century was already over. Anything that happened in the time between that and World War II would have few if any super heroes in it—at least in the public eye.

As far as the public is concerned, a few amazing super heroes and villains appeared during World War II, but they faded away shortly after that. It seemed that they rose to the moment, to help battle the forces of the Axis powers and assist the Allies in winning the war. Once that was over, though, they mostly went back to their lives, much like the soldiers they had fought alongside.

### Play It Your Way

Of course, it's your game. You and your group can play it however you like. If you want to have the Avengers appear in the 1960s as part of a radical new wave of heroes rising up during the Summer of Love or as special operatives for the C.I.A. during the 1980s or as fresh and idealistic new faces in 2023, go for it.

Mix and match styles and times for the feel you want. It's your game.

## MOVING BETWEEN UNIVERSES

Better yet, you don't have to stop with a single universe. Your adventures can take you throughout a whole set of Marvel Universes. You can stick to official selections in the Marvel Multiverse, or you can come up with your own original universes. You can even mix and match them as you like.

Once you get all that going, though, don't forget that the characters need a way to move between those universes. Otherwise they're going to be stuck in a single universe for their entire lives—which is fine. Most super-hero stories don't cross over into other universes.

You can have all sorts of adventures in a single universe. There's plenty to do in a single world, much less a single galaxy, much less a single universe.

But when the Multiverse calls, you should know how to answer.

### At the Table

Before the characters start hopping between universes, the players should figure out how they feel about it. It's one thing to have characters from other universes invade your own, and it's something else entirely to go exploring outside of your own universe.

Is this going to be something that's a frequent focus of your game, or is it meant to be a one-off? Does it stand to change the nature of the game, or is it just a break?

Multiversal adventures often start off as interesting exercises in possibilities, but they can wind up becoming what the game's all about. It's okay to play it either way. Just figure out what your group's flavor is first.

You can start out by trying a single crossover event. See how people like it before they commit to something larger.

Each player has control over their own character. While they might start out in one gaming group, the player can always take their character over to another game, with the consent of the other game's players. The same goes for when the player wants to bring the character back to the original game.

If the players in the original game don't want to incorporate a character's adventures away from their group into their game, they don't have to. They can just declare those other times to be imaginary adventures. They might have felt real, but they didn't affect the character in the end at all.

Of course, even those imaginary adventures were real in some universe somewhere.

### In the Game

Having the characters move between universes in the game can seem a lot more complicated, but it doesn't have to be. There are a number of ways for characters to move between universes, and the Narrator can make sure that the characters have access to them.

As discussed earlier, traveling through time involves moving through the Multiverse, and there are three ways to manage this: through technology, through magic or through a personal super-power. The same principles hold true for moving into other universes. Instead of moving into closely neighboring universes, though—ones that are identical until the time-traveling starts—the characters are moving into universes much more obviously different from their own.

Magic is probably the most common way for people to move between universes. Sorcerers can cast spells that open gates between worlds using the same principles they use to open gates between different places on one Earth or between different times.

Technology gets used an awful lot too. If an inventor can figure out a way to build a time machine, they can likely come up with a method to travel between universes as well. They could even stumble across this while trying to build a standard time machine. As one example, the Web Warriors (a team of people with spider-powers) each had a Dimensional Travel Watch that allowed them to move between Earths.

It's far rarer for a character to have a super-power that allows them to travel between universes, but it's hardly unheard of. America Chavez, for instance, can literally punch her way from one world into another.

You can work within established corners of the Marvel Multiverse, or you can make up your own variants.

The differences can be subtle. Maybe Steve Rogers actually died in World War II and Bucky lived to take on his mantle as Captain America instead. Or maybe the biggest city in America is named New Amsterdam rather than New York. Or maybe there's no color green.

Or the differences can be staggering. Perhaps Ultron replaced everyone on Earth with A.I. duplicates. Or the Skrulls openly rule America after getting enough of their people to vote for Super-Skrull as president. There are no limits.

Art by Kael Ngu
KAELNGU
oneway

# 10

# NARRATOR

**This chapter is meant for the Narrator, the person** who runs the sessions of the game for the rest of the players. If you don't plan to take on that vital role, you can skip over this section entirely. There's no need for you to read it. You can just focus on picking or creating your character instead.

That said, there are no Narrator-exclusive secrets here that regular players shouldn't lay their eyes on. If you want to read this chapter for any reason, go right ahead.

You don't need to be a Narrator to be a good player, but understanding the Narrator's role can help you be a better one. And if you decide that you want to take a crack at being a Narrator at some point, then you would be all set to start.

If you *are* a Narrator—or plan to become one—then be sure to read this chapter. This is the one part of the book that's entirely meant for you.

## BEING THE NARRATOR

The Narrator has the most important role in the game. While the other players take on the role of a single character, you do that for every other character in the game, and you set up the scenarios in which the characters find themselves. On top of that, the Narrator provides the descriptions of everything the characters see, touch, hear, smell, taste and feel in the game—the totality of their experiences—and you have the final call over any disagreements in the game too, whether that's about how the rules work or what the results of an action or dice roll might be.

Of course—like any faithful Marvel fan—you know that with great power there must also come great responsibility.

As the Narrator, you have the most control over the game. You set up the scenarios, play most of the roles and ultimately have the most power. It can be a challenge to handle all that responsibility, but it's also tremendously rewarding.

The game isn't about responsibilities, though. It's about fun. It's up to you to do your best to make sure that everyone playing in the game is having fun. Including you.

First and foremost, do your best to set up a safe and welcoming environment for your game, in which each of the players can feel comfortable enough to dive into their roles and help entertain the whole crew.

To that end, make sure to review the "Play It Safe" section in the first chapter. This includes the details on being considerate of the other players and taking the time to set up a Session Zero to help you anticipate any issues that might arise.

## FINDING PLAYERS

The first thing to do after reading this book is to find a group of people to play the game with. This can be its own challenge.

If you have a group of friends you're already playing games with, you can see if they'd like to take a crack at this game. They might know all about role-playing games and be eager to try something new, even just as a break from your standard fare.

If you don't have a ready-made group to play with, you can look for one locally. Gaming and comic-book conventions are a good way to meet like-minded folks. Or you can look online too.

With the advent of teleconferencing software and the rise of virtual tabletops, you don't even have to be in the same country with people to play. It might make it easier if you're in nearby time zones, but even being on the other side of the planet isn't always a deal breaker.

If you're not sure about your skills as a Narrator or about how any particular aspect of the game works, be sure to check out our resources at Marvel.com/rpg. You can also catch us on many social media platforms, and you can ask questions of fellow players on many of the most popular forums. In addition, you can look for actual-play videos online, in which people participate in sessions of the game.

## SETTING UP YOUR GAME

Once you have players eager and ready to go, you need to start thinking about what you want to run for them. Marvel is creating and publishing sourcebooks and ready-to-play adventures to go along with this book, which you can just jump in and use. Or you can come up with adventures of your own.

If you've never run the game before—or any kind of roleplaying game—it's best to start with a published adventure. They give you everything you need, including plots, character profiles for the players and the villains, maps and tips on how to handle all sorts of contingencies. Once you've run a game using one of those, you should have a better handle on what sorts of things you need to keep in mind for creating your own.

### In Person

If you're running the game at home, make sure you have a good place to run the game and enough time set aside to play it. Many groups play games around dining or conference tables, but it's entirely up to you.

Running a game in the theater of the mind requires less preparation, and you can play it just about anywhere. However, many players enjoy using a map and miniatures to show exactly where the characters are at important moments. This requires a bit more time and effort to set up, but it helps bring the game alive, as the players can instantly see all their tactical options.

You only need three six-sided (standard cubical) dice to play the game, but it's even better if each player has their own set. Remember, one of the dice in each set should be different so you can instantly identify it as the Marvel die. It never hurts to have extra sets on hand just in case more people come to play or one of the dice goes rolling off.

For officially licensed options for dice, miniatures and more, be sure to check out Marvel.com/rpg.

Each player also needs to have their character sheet filled out and ready to go. If someone shows up without one, they can pick a character profile and play an established Marvel character. If they want to create their own, they should ideally have done that either during a Session Zero or before the game starts.

Art by Paco Medina, Juan Vlasco & David Curiel

### Online

If you prefer to run your game online, it often doesn't require as much preparation, as you can offload some of that to the virtual tabletop of your choice. See Marvel.com/rpg for officially licensed options that come ready to go. These come with tokens, maps, character sheets and other resources.

Even if you're running the game in person, you might find some of the available digital tools helpful. It can be a lot easier to look up a rule with a search function rather than flipping through the pages of a book.

## RUNNING THE GAME

Once you have your players and their characters together and you have an adventure ready for them to play, you should be good to go. In the course of running the game, though, you may run into a few tricky situations that aren't fully explained earlier in the rulebook.

That's mostly because these are the sorts of things that players don't need to worry much about—or that Narrators need to focus on more. Sometimes that's because the issues don't come up that often or at least not in every game. Other times, it's because such rules and tools are meant only for the Narrator's use.

### When to Start Combat

The game can roll along just fine for an entire session without any fights breaking out. If the players are having a good time working that way, let them. For many heroes, combat is the last resort.

In many cases, you should give the heroes a chance to avoid combat. Maybe they can talk things out. Or they could just dash around violent villains to save people directly. Not everything has to wind up with people punching each other.

Of course, some players like the punching, so let them lean into it if they like. Maybe the villains are the ones who are trying to avoid fighting, then. Or maybe they're ready to throw down too.

To switch things up, you can also have the villains ambush the heroes out of nowhere. That way, there are only two options: fight or run.

### Handling Initiative

Fights officially start when the Narrator says, "Roll for initiative." Everyone rolls a d616 and adds their Initiative Modifier to their result.

That's all pretty straightforward, but it can be a challenge to keep track of the combat order, so take some time to get it right before you start. That pays off all the way through the fight.

The simplest way is to make two columns on a sheet of paper. List the characters in order by their initiative total—from highest to lowest—on the right, and write their initiative check result next to each of them on the left.

If anyone gets a Fantastic success, put a star next to their result. They get to take part in the bonus round before the rest of the combat starts.

Then you start at the top of the order and work your way down to the bottom. When you reach there, that's the end of the round.

It gets trickier if you have to control lots of opponents. The best way to handle this is to see if you can group any of them together. Be sure to make initiative checks for major villains separately, though. They deserve their moment in the spotlight.

**Example:** *Daredevil, Iron Fist and Luke Cage are fighting Kingpin and Bullseye, along with five of Kingpin's goons and four Hand ninja. Rather than making eleven different initiative checks, the Narrator can make four: one for Kingpin, one for Bullseye, one for the five goons and one for the four ninja. The various initiative checks come up:*

- **16:** *Daredevil*
- **15:** *Bullseye*
- **14:** *Iron Fist, Luke Cage*
- **12:** *Four Hand ninja*
- **10:** *Kingpin*
- **8:** *Five goons*

*Daredevil goes first, and then Bullseye. Iron Fist and Luke Cage have the same number, but Iron Fist has the higher Vigilance, so he goes first. Then the Hand ninja go. Kingpin decides to hold his action until after his five goons act. Then he goes last.*

### Picking Opponents

In the middle of a battle, the Narrator often has to pick who the various enemies are going to attack. When doing this, try to be fair and make sure that the enemies are choosing appropriate heroes to attack rather than all ganging up on a single hero at a time—unless they have a good reason to do that.

Most opponents prefer to attack the hero they see as the biggest threat, either to their plans or to themselves. If a hero attacks a foe, the foe often attacks back against that hero, if only out of self-defense. If a number of heroes have attacked the villain, the foe generally retaliates against whichever one of their attackers seems like the most dangerous. If they don't know the heroes, they usually pick the one who has harmed them the most so far.

It often helps to explain your reasoning out loud so that the players understand why a particular character is being targeted.

Remember, though, that villains have their own story, their own agendas and their own ways of doing things. If Doctor Octopus spots Spider-Man in the middle of a battle, for instance, he is sure to bypass as many other targets as he can so he can finally get his tentacles wrapped around the wall-crawler who has frustrated him for so long.

In a similar vein, Kingpin doesn't like to get his hands dirty when he can get someone else to do it for him. Given a choice, he prefers to call in his minions to do the dirty work, only stepping in once he is forced to.

If you're not sure which heroes a particular foe should attack, try to pare it down to the ones that are most eligible. Maybe they're the closest ones, or maybe they seem equally dangerous.

Then roll a single die to randomly choose one of the heroes as the foe's target. If you have to decide between two targets, for instance, declare one of them to be picked on 1–3 and the other on 4–6, and then roll the die. If there are three possible targets, break it down to 1–2, 3–4 and 5–6.

Once the opponents start pairing up, it's okay to spread the fight around a bit. If a foe sees that one of their compatriots is already attacking a hero, that's a good reason for them to attack a different hero instead.

### Spreading Damage

Some powers and weapons spread their damage among multiple targets. When that happens, make the attack roll and figure damage normally. If the targets all have the same amount of damage reduction, apply it and then split the damage among them. If they have different amounts of damage reduction, you need to figure the damage for each character individually and then divide it by the same number as usual after that.

## TAKING BREAKS

While the game can be riveting fun, it's impossible to keep everyone on the edge of their seats for an entire session. A good Narrator knows the worth of taking regular breaks during a session.

When you do so, look around the table and ask, "Would anyone like to take a break?" This isn't a vote but a survey. If anyone looks like they need a break—including you—take one.

When you come back to the table to play, you'll all be better for it.

### Timing Breaks

A good rule of thumb is that you should take a break at least every two hours, but if you know your players need them more often, don't hesitate to have one as often as once an hour. You can set an alarm if you like, but it's usually enough to just keep your eye on the clock.

Every time the top of the hour comes around, consider whether or not it's a good time for a break. You don't have to announce this exactly on the hour, of course. Look for an appropriate time to call a halt and then do it.

### Breaking Points

If you can manage it, it's good to call for a break right before or after a big moment in the game. That can be something like a massive battle, a climactic confrontation with the villain or a gigantic reveal of important information.

If you have the break before the big moment, that can help people be ready to concentrate on it when it happens. You don't have to tell the players that something's going to happen, but they might guess at it.

It also gives you some extra time to prepare for the moment. If you're preparing for a combat, for instance, this would be a great time to break out your battlemat and figures if you have them. You can get everything ready to go then without having the players sit there and wait for you to set things up.

If you call for a break right after a big moment, that gives the players the chance to absorb whatever just happened. They can discuss what their next moves might be, or they can just clear their minds for a moment so they can come back to the game fresh.

Again, if it's after a battle, this gives you a chance to clear the table, assess the situation and see where you might want to take the game next.

Either way, this keeps you from having to call a break in the middle of that big moment. Interruptions can rob that moment of its gravity. Ideally, you shouldn't call a break in the middle of combat—for instance—as players can lose track of what's happening over the course of time.

### Agree on a Limit

When you call for a break, set a limit on the break and announce the time when you want to resume the game. You can poll your players on this as well, but a good default is five minutes. You want to give people enough time to get a drink or a snack, go to the restroom, check their messages or whatever else they need to do—but not enough time to wander off and lose the game's thread entirely.

Tell the players how much time they have and then check the time and do the math. Tell them when you'd like to start up again.

There are always exceptions to every rule, of course. This is not a film or a play that will start without people if they get delayed. You just want people to know when they're expected to be ready to play again.

### To Be Continued

When you sit down to play a session, you should also have at least a rough idea when the session is going to end. Be sure to communicate that expectation to the players, be it one hour, four hours or all day long. Sometimes the answer is, "Until something interrupts us," which is fine too as long as everyone agrees to it.

Ending a session is different than taking a break. You're not just going to start back up in a few minutes. You might not play again for days or even weeks.

If you haven't finished the adventure you're running—no matter its scope—it's best to end a session on a moment that players will remember well and to give them something to be eager to return to. They should feel like they've accomplished something but that there's still more ahead of them.

If you can manage it, try not to end the session right before a big moment. Instead, it's often better to end after a big moment and leave the question open about what the heroes might do next. That gives the players something to ponder between the sessions.

If you can't help ending before a big moment, try to run right up to it and leave it on a cliff-hanger. This can make the players eager to get back to the game to see what happens next.

### The Wrap-Up

If you manage to complete a whole adventure by the end of your session, congratulations! Getting through a whole adventure is a triumph, and hopefully, you and the rest of the players had a wonderful time with it.

This is a great time to ask people for feedback on how the game went for them. Every group of players is different, and you should do what you can to tailor the game to what works best for them and their tastes.

Art by Mike McKone, Andy Lanning, Kris Justice, Cam Smith & Paul Mounts

When asking players for feedback, be sure not to concentrate only on things that they didn't like. While that can be a good place to start on making your sessions better, it's just as important to know about the things they enjoyed too. Otherwise, you run the risk of eliminating those bits by design or neglect.

### Advancement

After an adventure is over, that's the perfect time to think about character advancement—if you're playing with original characters or ones who have yet to hit their rank cap. Before the game ends, let the players know if their characters have gone up a rank. That can help wrap the session up on a triumphant note.

That also gives the players something to do with their characters until the next session. While you're getting things ready for the game, they can make the necessary additions to their character sheet and pick out any new powers that the increase in rank might allow them.

See the "Working With Ranks" section later in this chapter for more details on this.

## SCOPE

Running a *Marvel Multiverse Role-Playing Game* adventure can be easy and fun. Before you start, though, you should consider the scope of the game you want to run.

There are three different levels of scope—the expected depth and length of a game—and it's best to think of them in terms of comic books. They are single issues, graphic novels and ongoing series.

### Single Issues

A single issue is a one-shot adventure. This is the kind of story that would take place all within a single issue of a comic book.

As a game, you can expect it to last anywhere from two to four hours or perhaps a bit longer. This is something you plan to run in a single session. You might take a few breaks in the middle, but you should be able to complete it in an evening of play.

This is a great scope to work with if you're playing the game at a convention or as a way to try out the game. It doesn't require much of a commitment from anyone, and it focuses on the fun in the immediate story rather than teasing out threads for future adventures.

If players want to create their own characters for a single-issue game, they can, but it's much easier for the Narrator to provide them each with a profile for an existing character instead. In such games, the players don't have as much time to spend exploring their created characters and what they might do in any given situation. It's simpler just to jump in and play one of their favorite Marvel super heroes instead.

As the Narrator, you can provide the players with a selection of character sheets already filled in and ready to go. If you can manage it, you can ask the players who their preferred characters are beforehand, but you can also just show up with a stack of ready-made character sheets and ask the players to decide among themselves which characters they're each going to play.

The best thing about a single-issue game is that when you're done, you're done. There's no commitment to play any longer. The story's over.

Of course, there are always more stories to tell…

### Graphic Novels

A graphic novel can be a longer, standalone story, or it can be a collection of single issues threaded together with an overarching plot or theme: a collected miniseries. You can start out with the plot of a full standalone story in mind, or you can use a single issue as a launchpad for developing the rest of the story. Either way is fine.

With a graphic novel, you decide that the adventure is going to take a certain number of sessions, after which you have a satisfying ending and are done. This can be anywhere from two sessions to five or more. Sometimes it's hard to tell how many sessions such an adventure might take ahead of time, but don't worry. The important part is that you, as the Narrator, know roughly how you plan for it to start and end.

For examples of this, think of just about any Marvel comics trade paperback. Some of these are collected miniseries. Others are collected story arcs that take place as part of the backdrop of the ongoing series. Still others are original graphic novels created for that exact format.

No matter how it comes about, when you're done with a graphic novel, you and the rest of the players can feel a sense of accomplishment and triumph at having taken on and completed an epic story. That gives a good stopping place to step back and reassess how the game is going. Do you want to try another graphic novel? Would you rather try a single-issue adventure instead? Or maybe it's time to consider continuing on with no set end in sight.

### Ongoing Series

An ongoing series of adventures is much like an ongoing comic-book series. It's a series of connected adventures—some single-issue ones and some graphic-novel ones—featuring a group of characters. The stories told in the course of the series can vary wildly in length, and there may be several overarching plots that thread themselves throughout the series.

Some of these plot threads can propel the characters on through an untold number of adventures without fully resolving. Others might wrap up much more quickly. Either way, when one plot or story wraps up, another one begins. This can go on for untold years.

While that might sound like a huge commitment, there's no need to let that get in your way. If you break the series down into smaller, more manageable sections, that gives the players—including the Narrator—a chance to achieve a sense of satisfaction and even closure on a regular basis without cutting them off from the promise of future adventures.

For a Narrator, running an ongoing series can be a huge challenge, but you don't need to commit to it all at once. You can start out with a single issue or two and see how they go. If that works, you can move up to graphic novels. After a couple of those go well, you can string them all together to form the basis of an ongoing series.

You don't need to tell people what you have planned. You don't even need to decide that for yourself. You just need to jump in and play and see where the game and your fellow players take you.

## ILLUSIONS & MIRAGES

Some characters can cast illusions or create mirages designed to fool others into thinking that they are real. In game terms, an illusion is an image—sometimes with accompanying sound or other sensations—of something that isn't actually there. The person creating it doesn't have to make an action check to activate it. Instead, others must make a Logic check against the creator's Ego defense.

A mirage works similarly to an illusion, but the false imagery isn't created for people to observe. Instead, it's created directly in the minds of the people affected by it. The observers still make a Logic check to see if they can determine that the mirage is fake. Instead of making it against the creator's Ego defense, though, they make it against their Logic defense.

### Convincing Imagery

If imagery generated by an illusion or mirage is particularly convincing—if it depicts something that the viewer might expect to see—the viewer should have trouble with their Logic check to see through the deception. For instance, if the imagery looks like a bus rolling through a school zone at a low speed, a reasonable viewer might expect to see something like that. Even if the imagery is covering up the heroes who are jogging along inside of it.

If the imagery is of something a viewer is unlikely to accept at face value, then they should get an edge on their Logic check to see through it. If they turn a corner and see themselves standing there, for instance, they are probably not going to believe it and would immediately start wondering what kind of trick was being played on them.

Some characters—like Mysterio—who rely heavily on imagery have been known to combine it with practical effects and disguises. This can help keep a target guessing about what's real and what's not, even when they know that there's someone manipulating imagery around them.

### Overlapping Imagery

Most of the time, a bit of imagery generated by a power is pretty straightforward. The character creates it, and those around them attempt to see through it. Sometimes things get a bit more complicated.

If the imagery is attempting to cover up something real—rather than simply existing in an empty space, for instance—the creator must take special care. Otherwise, observers should be suspicious. This isn't so much a matter of giving an observer an edge on their Logic check, although that can happen. It's more about making sure that observers don't have a reason to take a closer look at the imagery. An image of a solid wall that people keep moving through, for instance, should garner some attention.

It can get even trickier if more than one person attempts to generate imagery in the same place. If it is possible for them to coexist logically, then everything works normally, but if the imageries conflict, then only one of them should continue to exist.

If an illusion and a mirage conflict, the mirage takes precedence. It affects not the light going into the eyes but how the mind interprets them.

If the conflicting imagery springs all from illusions or all from mirages, the characters generating the imagery must make an action check using either Ego (for illusions) or Logic (for mirages). The imagery of the character with the highest result takes precedence over any others.

If the other imagery isn't entirely covered up or blocked by the winning imagery, though, this can make observers suspicious. They should have an edge on any Logic checks to see through any of the involved imagery.

## MIND CONTROL

Some powers allow characters to control or influence another person's mind. These can be fraught with all sorts of danger and not just inside the game. Before such powers are used in your game—whether by the Narrator's characters or any of the players' characters—you should have a conversation with your players about what they feel comfortable with.

Taking control of another person's mind is a violation of their agency, and this can be deeply disturbing depending on the degree. It's one thing to order someone to ignore something or to walk away, and another entirely to force them to commit acts they would never otherwise consider. It doesn't matter much to the controlled person if the controller thinks they're doing it for a good reason or not.

This discussion can be part of your Session Zero chat, but it might not come up until later. If it does, then you should open the discussion again.

If you do decide to allow such powers in the game, you should explore the many available safety tools for your game. While discussing the matter ahead of time, players might not think that a loss of control over their character—or watching it happen to someone else—would bother them, but they could change their mind in the middle of a session once it actually happens.

### Lost Memories

Outside of direct mind control, there are also powers that allow a character to erase, amend or edit the memories of other people. This can prove disturbing to players as well, as it implies that the affected characters either did things or had things done to them that they can't remember.

In some cases, this can be an excellent mystery around which you can base an adventure. What happened? Why can't the characters remember? Who did this to them?

But it can also be more than some people care to explore. There can be a fine line between an intriguing mystery and a traumatic incident. It's better to ask them about this sort of thing ahead of time rather than springing it on them.

## OMNIVERSAL TRAVEL

The Ominiversal Travel power set is rife with opportunities for trouble and abuse. Used well and properly, these powers can open up many avenues of adventure for the game. Used poorly, they can total up to a lot of headaches.

It's best to establish some ground rules for these powers, depending on how you and your players want to use them. Just remember that rules for the players' characters should also extend to the rest of the characters in the game.

Here are some suggestions for how to handle these powers. You are, of course, free to use them as you like. Just know that they hold the potential to gravely disrupt the regular flow of the game.

### Multiversal/Dimensional Travel

These powers are meant to allow the character to travel to other dimensions or universes and back. They shouldn't be

Art by Marcos Martin & Javier Rodríguez

used to bring other characters in—or at least not without a great deal of preparation ahead of time.

A character shouldn't generally be able to, for instance, reach into a Multiverse, tap an alternate version of themselves—or anyone else, for that matter—on their shoulder, and bring them into the middle of a combat. For one, most people aren't ready and willing to fight someplace else without any kind of warning or preparation.

Just in terms of timing, this would be difficult if not impossible to manage. Each round only lasts about 5 seconds. If someone the character is trying to summon says, "Just give me a minute," a full 12 rounds would pass in that minute. The battle would likely be over by the time they managed to get ready and join it.

Such powers should instead be used to travel at less fraught moments, not to jump back and forth in an attempt to influence the outcome of a battle. Traveling to different dimensions or universes is not something that should be undertaken lightly, as it's not always guaranteed that the travelers can make it back home—or that their home will be the same as they remember it if they're able to return.

When a character moves back and forth between such places, they should have a plan in place. Just jumping around between dimensions and universes can attract the wrong kind of attention.

If a character is desperate, they should be able to use their power to escape from a bad situation, even in the middle of a fight. That allows them to leave the battle, possibly saving their life or the lives of others they care about. However, that generally removes them completely from the combat.

You can make exceptions for this if you like, but this is something that should be discussed with the players so they know what's expected and considered fair.

For example, a character might set up a safe house or an armory or a supply station in another dimension or realm that they can get to whenever they need to. They can use their power to access it on one action, take another action to grab the things they need and then take a third action to return to the fight. That takes them out of the battle for a good period of time, but that's the price they pay for having access to what they want when they need it.

Of course, someone else could find their cache or safe house while they're not around and strip it to the walls. It might not have what they want when they really need it. Or there might be someone waiting there for them.

## Time Travel

Traveling through time opens up all sorts of potential problems. Be sure to note that there's a rule against going back into a particular round in a battle to change things. That's less because it couldn't be technically possible—it could be—and more because it would require a horrendous amount of bookkeeping to keep track of every battle the characters are in due to the possibility that they might want to go back and change things at some point.

That's also because no one likes to feel like everything they've accomplished in a game is wasted. If the character

Art by Kev Walker & Jean-Francois Beaulieu

does it over and over again until the dice happen to turn up in their favor, it quickly becomes tiresome.

If just as a battle is going to end, a character travels back to the first round in the game, what happens to the characters they leave behind? Technically, they're all stuck back in that previous timeline, probably never to be seen again. From the time-traveler's point of view, though, they're all right there, just a hair younger than before. The same thing happens if the character starts going back into the recent past outside of battle as well.

If a character goes back into the recent past without their teammates, have the other players take over playing their same characters, just as if nothing had happened. The trouble is that they must play as if they don't have any of the knowledge of what's happened in the time-traveler's timeline, and as the Narrator, you may be obliged to remind them about this.

If a character travels through time to meet themselves in the past or the future, they should continue controlling the time-traveling character. As the Narrator, you should control their other self, who may not react in the way that the time-traveling character might hope. If it's in the past, maybe the character is disturbed to see their future self and begins worrying incessantly about the future.

If it's in the future, the character might not appreciate the interruption from their past self. Things may have happened to them that the past self might find disturbing too. They might even travel back in time to stop the character from interfering with them.

The safest way to travel in time is for the travelers to make sure that they go far enough in either direction to ensure that they're not going to wind up interfering with their own history or fate.

### Interventions

If a character abuses their time-travel powers too much, they can expect to receive a visit from someone invested in keeping people from making massive alterations to the timeline. Call it an intervention. This could be from Kang, Immortus, Doctor Doom or any number of other powerful people. They have their own plans for the timeline, after all, and they frown—sometimes brutally—on those who might spoil their efforts.

Or it could be from the Time Variance Authority. This is a massive (theoretically infinite) bureaucracy of time-traveling agents who have been put in charge of making sure that nothing happens to the countless timelines that they are in charge of. That includes correcting issues caused by time-traveling characters who indiscriminately alter the course of time.

The TVA operates out of the Null-Time Zone, an overarching dimension that exists outside of the natural flow of time. From there, TVA agents can travel to various points of time in any of the universes that they oversee.

Depending on the circumstances, TVA agents often let first-time offenders who have risen to the point of warranting their attention off with a warning. This might come in the form of a note that proves its provenance by telling the reader something that will happen to them in the next few minutes.

If necessary, the TVA has been known to capture repeat offenders and hold them in time cells in which they are trapped in an infinitely repeating loop of time until they are brought before the Time Courts to have their case heard. However, the TVA prefers to find solutions in which the order of time is preserved. This often includes having the offender help them repair any continuity errors caused by time travel or resolve any perceived time paradoxes that sprang from their injudicious time travel.

Because of the nature of time in the Marvel Multiverse, time paradoxes don't actually exist. They just cause a new universe to be started that branches off from the time at which the paradox happened. However, repairing such differences can cause the timestreams of the perhaps-split universes to merge again, making them essentially the same universe once more.

## SOCIAL INTERACTIONS

Conversations and other social interactions with other characters happen a lot in a game. Often you don't need to use any dice or rules to help you decide how such things progress. You can just use your best judgment.

If Mister Fantastic asks someone on the street for directions, for instance, most people would be happy to lend a hand. He's world-famous and known to be one of the greatest heroes on the planet. Pointing him in the right direction is the least they can do.

If Wolverine (Logan)—in full costume and with claws popped—snarls at someone to get out of the way, only the grumpiest or most stubborn people are going to stand their ground against him. His reputation as a no-nonsense brawler precedes him.

However, if Wolverine snarls at Sabretooth to get out of the way, that's just not going to fly. The two have a history that goes back decades, and it regularly ends in violence.

But sometimes, things aren't so clear-cut. If Wolverine snarls at a Hydra agent to run, what's going to happen? Will the Hydra agent stand their ground and shoot at the hero, or will they tuck their tail between their legs and flee?

That's when it's time to have Wolverine's player break out their dice and make an action check.

When a character is trying to address someone's feelings—whether fear, love, ambition, responsibility or whatever—that calls for an Ego check. If the character is attempting to convince someone of something by use of facts and knowledge—as would happen in a laboratory, a court of law or many other venues—that calls for a Logic check.

The target number for such a check is the target's Ego or Logic defense. The higher the defense, the more resistant the target is to being influenced in such a way.

Feel free to adjust the target number up or down depending on how well the character's player role-plays their part. You can also give the character trouble or an edge for things like the target's fear of reprisals or other consequences from other people. Someone guarding a door, for instance, is unlikely to give into any but the most determined threats, as they know other people are depending on them, and that if they just walk away, they are likely going to be out of a job.

On a success, the target hesitates, willing to consider the character's request (or demand) and to give them another chance at convincing them. The character then gets an edge on a subsequent attempt along the same lines.

On a Fantastic success, the target caves instantly.

Just because the target gives into a character, though, doesn't mean that the two of them are now besties for life. It simply means that the target decided to acquiesce to the character—for now. That can change in an instant, especially if someone with a stronger influence on the target can reach them.

**Example:** *Wolverine storms into a building and spots a Hydra agent on the other side of the room. He knows he can't get to the agent to attack them this turn. Instead, he charges toward the agent at full speed and growls out, "You oughta find another line of work, bub. Fast!"*

*The Narrator sees this as an intimidation attempt against the Hydra agent's Ego defense of 11. Wolverine only has an Ego of 1 himself, but because of his claws and the player's excellent demeanor, the Narrator gives Wolverine an edge on the action check. The player rolls and gets 2* ***3*** *4, plus his Ego of 1, for a total of 10, not quite enough. The player uses their edge to reroll their Marvel die and gets a 6. That brings the total to 13, which is plenty.*

*The Narrator decides that the Hydra agent loses their action to tremble in fear and say, "Whoa, hey now! Hold on just a minute!"*

*The next turn, Wolverine's player decides that he likes how this is going for him. Wolverine stalks up to the Hydra agent, scraping his claws against each other as he goes. "Weren't you listening to me, bub? Last chance."*

*Wolverine makes another Ego check with an edge. This time he rolls 2* ***M*** *4, which is a Fantastic success! The Hydra agent turns and bolts in the opposite direction, screaming the whole way.*

### Heroes and Villains

Note that players don't generally have to make action checks for how their character behaves unless someone is using some kind of power against them. You should assume the player has full control over the character and can make their own decisions about how their character responds and acts.

The same goes for major villains. It's one thing to face down a Rank 1 hireling, but someone like the Red Skull isn't going to back down so easily. If there's a question in your mind about how a major villain would react to such manipulation attempts, feel free to have the hero make an action check, but interpret the results with the villain's full motivations and history with the character in mind.

## CREATING NEW POWERS

While this book features hundreds of powers—enough for you to be able to design all sorts of different kinds of characters with—it cannot cover every potential power that has appeared in Marvel comics, much less every power that players might wish to have available for their original creations. We may add more powers in future books as needed, but in the meantime, there's no reason you can't create your own unofficial versions for use in your game.

We recommend that players stick to the published powers to start with, but once you have the hang of how those work in the game, you should be ready to take a crack at making up your own.

### Riffing Powers

Before you go too far along the path of creating whole new powers, though, take a look at the existing powers and see if you can simply adapt them to your own needs. Many of them are meant to be generic enough that they can at least form the basis for all kinds of powers.

For example, if you want to have powers that resemble the Elemental Control power set but have a different basis than the ones listed, you could just add a new style to those powers and perhaps come up with a new special effect. Maybe you want a Darkness element, for instance, although the special effect for that would likely be that it blinds the target for one round, much like the Energy element does.

That's absolutely fine! Even if the power set works the same as another power set and the difference is really only in tone, *tone still matters.*

Not every part of a character can be defined by their powers. A lot of their story and the way they interact with others—and are seen by others—comes down to the tone that they and their powers create.

### Substitute Powers

You might also find the powers you want from power sets you wouldn't expect. Invisibility powers, for instance, come under the Illusion power set because they're all about fooling an observer's perceptions.

The Invisible Woman, though, only takes the invisibility powers from that set. For her force-field powers, she turns to the Elemental Control set instead, using the Force style. There's no single power set that describes the entirety of her powers, so she blends a couple different ones to come up with what she needs.

Turn to Chapter 8 for countless similar examples.

## Power Sets

The first thing to consider is whether you want to work up an entire power set or just a single power. Either is fine, although coming up with a whole set can be a bit more work. The smallest power sets at the moment have no fewer than 5 powers, while the largest ones have dozens.

The first thing to think of with a power set is the theme that it's wrapped around. Make sure that you can't find anything similar to it in the existing powers and power sets. Don't forget to take a close look at the basic powers. Some of these were made into basic powers because they fit so well with so many other power sets that it made more sense to just make them freely available to anyone without hitching them to a particular power set.

Once you have an idea for the power set, think about the various ways in which a character can use that power. Some of these are bound to be more potent than others, and some of them also naturally lead from one power to another.

A character can't have, for instance, Hurled Shield Bash before they take the Shield Bash power. Having one without the other wouldn't make much sense. Similarly, they can't take the Rico-Shield power until they have the Hurled Shield Bash power. You can't bounce a shield expertly off your foes before you know how to throw it at them first, after all.

Think about the various things you'd like to see the character do with the power set and then build the powers around that. If you're trying to model them on an existing character, this might be a bit easier, as you hopefully then have lots of examples to draw upon. If you're coming up with something original, then you might need to plumb a little deeper into your imagination to make it all gel together.

Once you have a broad outline of various entries in your power set ready to go, then it's time to delve into creating the actual powers.

## Powers

You should model the power you're creating on the powers in this book. That means thinking about the various entries in a standard power description and how you would fill them in. These are:

- **Power Set:** You don't need to build an entire power set, but if you do, you should list it here. If there's no power set, then it's a basic power by default.
- **Prerequisites:** A list of any powers, traits, rank and so on that the character must have to use this power. More powerful powers tend to have more prerequisites.
- **Action:** Standard, movement or reaction. If this is something a character uses during movement, then it's a movement action. If they might use it in an instant to save themselves or someone else, then it's probably a reaction power. Otherwise, it likely uses a standard action. Or maybe some combination of the three.
- **Trigger:** If this power uses a reaction, this is where you describe what could trigger the reaction. You can be as specific as you like, but the more generic it is, the more often it can be used.
- **Duration:** Is it a permanent power (at least once activated)? Is it over in an instant? Do its effects last for just a single round? Does it require concentration to keep active?
- **Range:** If the power is meant to be used at a distance, list a range here. Remember that the listed range is the maximum distance to use the power without trouble. From that point to double the listed range, the action has trouble. Beyond that, it can't be done.
- **Cost:** If there's a cost to the power (often in Focus), it's listed here. Note that the standard Focus cost for a power is its rank requirement (if any) minus 1, multiplied by 5. For example, a power with a prerequisite of Rank 4 would cost ([4–1]×5=) 15 Focus to use.
- **Effect:** What does the power do? Does it require an action check? If so, is there a target number for it or a descriptor like Challenging? Or is the check meant to be made against someone else's defense score? If there's an action check, what happens on a success? How about a Fantastic success?

When coming up with all these details for your new power, use the existing powers as a model. If the power seems like it fits in well with the ones that are already published, you're probably doing a good job with it.

## Unique Powers

Sometimes there are powers that seem to defy description. As much as you might want to, you just can't get them to fit inside the standard power description's boxes.

That's all right. As long as you and everyone else in your game agree to use them the way you describe them, they should work just fine.

If you can, be sure to run these powers past the other people in the game before you use them. Otherwise, they might not seem fair to the other players. In particular, the Narrator should sign off on any powers that another player comes up with.

As the Narrator, though, you don't always have to explain every aspect of the powers of one of the characters you're controlling. If you say they can do something, then they do it. Just be careful not to abuse this, or the other players may get frustrated.

Even if you can't fit the powers a character is using into the game's rules, the power should still have rules. Write down how it works, and be consistent about how you use it in the game. If things change without reason, the other players are likely to notice and wonder just what's going on.

For example, Isca the Unbeaten is an ancient mutant from Arakko, the island that was split off from Krakoa thousands of years ago. Her power is that she cannot lose. It doesn't matter if it's a fight, a foot race or a simple bet, she cannot lose—even if she wants to.

This power doesn't fit into the framework for powers in this book. It's less of a set of powers and more of a narrative device—and that's okay. It makes Isca powerful, but it also makes her tragic. She cannot lose a battle, but that means that she is sometimes forced to switch sides in a battle so that she is on the winning side.

Playing Isca would be tricky, and it's not a challenge that inexperienced players should try to take on. But it can make for some amazing stories in the hands of a great player—or a great Narrator.

Art by Taurin Clarke

## Cosmos-Shaking Powers

Some characters and their powers are simply too powerful to work within the current framework of the game. This includes metaphorical entities like Eternity or Death. Their powers have few if any limits, and they have little interest in the sorts of conflicts that drive most adventures of the kind that you find in Marvel comics.

As such, we recommend that players steer clear of trying to play characters with such ineffable powers. The Narrator should be able to use them with restraint, but such encounters with the players' characters should be rare.

If a character seems like they would be more powerful than the Rank 6 characters listed in this book, they're probably too powerful for players to take on their role in most games. It's possible to make an intriguing and amazing game with such cosmos-shaking characters, but that's beyond the scope of most Marvel comics stories—and of this book.

# WORKING WITH RANKS

If you're playing a game with existing Marvel characters, you don't have to worry about how the characters are going to gain ranks. After their origin stories are complete, most Marvel characters are already at the highest rank they can be. Spider-Man (for instance) is never going to be as powerful as Thor, no matter how many adventures he goes on.

If your game includes original characters created by your players, though, they would probably like to know how to increase their rank as they play the game. In general, completing a graphic-novel–sized adventure—one that lasts anywhere from four to six sessions—should allow a character to go up one rank in the downtime between that adventure and the next one. However, the speed at which the characters advance is really up to both them and you.

## Starting Ranks

Before you start your game, you should chat with your players about what rank they want their characters to start at. While it seems natural to start at Rank 1, there's no reason you can't just as easily start at Rank 2, Rank 4 or any other rank you like.

If you're playing through a published adventure, it might describe itself as being "For three to five heroes of Rank 3 to 4." You could play other adventures until your players' heroes are ready for that challenge, but it's also perfectly fine to have them all start at Rank 3 instead. There's no reason for the players to have to grind through those earlier ranks just so they can play in that adventure—unless they want to!

## Rank Caps

The other conversation you should have is about what the rank caps for the characters should be. If you're planning on running a campaign that sticks mostly to one neighborhood in New York City, for instance, the characters shouldn't be above Rank 3. If they are, the challenges they face there might be too easy for them. Thor doesn't spend a lot of time patrolling rooftops for purse snatchers or bank robbers, after all.

A rank cap sets a goal for the kind of game that you and your players want to play. If it's about fighting local crime, capping it at Rank 2 or Rank 3 is fine. If it's about saving the galaxy, a rank cap of 5 or even 6 might work better.

If you decide you want to change your game's rank cap at some point, that's easy enough—as long as you're lifting it and not lowering it. If you want to lower it, make sure that the players all agree with the decision—and that none of their characters are already beyond that new rank cap. Few players like having to scale their characters down to a lower rank, as it feels like throwing their achievements away. Doing this as part of a temporary throwback or a flashback session could be fun, but a permanent loss might be too much.

Raising the rank cap so the characters can test themselves against more powerful threats, though, can be exciting.

Remember, the default rank cap for any character is 6. If you and the players don't decide on a cap, that's the highest their characters can go in any case.

## Gaining Ranks

When a character goes up a rank, they gain the following things:

- +5 ability points
- +1 trait
- +4 powers
- +1 to their damage multipliers
- +1 Karma
- Plus, they may get bonuses to all sorts of secondary statistics based on the above increases

That's a large leap in effectiveness, and it changes the sorts of challenges they're able to take on. Most characters can handle themselves against opponents of their own rank. Foes that are a rank above them are sure to be more challenging. If there's a difference of two or more ranks between them, the challenge might be too much for them to overcome—although there are always extenuating circumstances that might be able to tip the balance in their favor.

## Mixing Ranks

It's easiest to play with a group of characters that are all at similar ranks. You don't have to worry about the villains being too tough for some and too easy for others. The heroes can just mix and match foes as they prefer, as they're all roughly of the same power level.

However, there are lots of examples of super-hero teams that feature characters of differing ranks. The Avengers are such a team, for instance, and they work fantastically well together, even with street-level characters like Hawkeye fighting alongside mythical gods like Thor.

To make this work in a game, it's up to the Narrator to come up with challenges that are suitable for characters of varying ranks. Each player should have their moment in the spotlight to shine during each play session, and when you're faced with a team of mixed ranks, that requires a much stronger hand with crafting encounters.

For example, if the Avengers are facing off against Thanos, the highest-rank heroes can try to take on the Titan toe-to-toe, but the lower-rank ones might not feel too useful. To counter that, you can pit the lower-rank heroes against some of Thanos' subordinates, if only to keep such threats from bothering their more powerful friends. Or they can spend their time saving innocents endangered by Thanos' appearance. Or maybe they can use their special traits and powers to execute a complicated way to defeat Thanos while their higher-ranked friends buy them the time they need to put their plan into action.

Similarly, if the villain is of a low rank—suitable to the lower-rank heroes on the team—you can present the team with a larger threat that the villain has set up to draw attention to something else. Maybe they've put bombs all around the city. Or they've opened a gateway to a demonic dimension. Or unleased a kaiju on the city. The high-rank heroes can run off to deal with that threat while the other heroes contend directly with the responsible villain to put an end to their deeper plot.

You know your players and their heroes better than anyone. No one can do a better job of tailoring such challenges than you.

## ADJUSTING ADVENTURES

Whether playing a published adventure or one of your own creation, you might find that the adventure isn't quite suited to the characters taking part in the game. Sometimes the adventure is too hard for the characters, which leads to frustration. Other times it might prove too easy, which can lead to boredom.

If either of these things happen, you can try to adjust the difficulty of the adventure on the fly to improve the experience.

### Making It Fit

The first thing to ask is whether the adventure and the characters are a good fit. Adjusting the adventure's challenge is probably worth it if the characters are within a rank or two of being suited for it. Moving things around to suit a bigger difference might not be worth the bother.

If a character was made for patrolling the streets of Brooklyn, then confronting the likes of Galactus might be too much for them, no matter how high you crank up everything available to them. Similarly, Thor is going to get bored beating up purse snatchers, even if he's lost Mjolnir for a while.

If the problem is that the characters aren't ready for the adventure you're planning, then it might be better to just wait until they are—assuming they haven't already hit their rank cap and are still able to gain ranks. You can send them on all sorts of other adventures in which they can hone their skills, gain experience and learn more about themselves and their powers. You can move them into that more challenging adventure when they're ready, and they would appreciate it even more, as it should feel like a natural progression for them.

If, instead, the problem is that the characters are just too powerful to want to bother with the adventure, you might want to just skip it. The players clearly want to be tackling bigger issues, so there's no need to make them walk through an adventure their characters might find trivial. You can still use that adventure you have in hand as an inspiration for bigger and more challenging stories that make for a better fit.

### Toning Things Down

If you're determined to play through an adventure that's rated for a lower rank than the characters in your game, there are two simple options.

First, you could have the players take on the roles of different characters for the adventure. After all, there's no rule that says they have to play the same characters every time they sit down at the table. They're more than welcome to create new characters who are a better fit for the adventure.

If they'd rather not come up with whole new characters just for this adventure, that's fine. You can provide them with appropriate profiles of Marvel heroes from this book instead. Just copy their details on to fresh character sheets for each player, and you're all set.

If your players don't seem up for that, there's a second option: the flashback. You can set the adventure at a date in the past during which the characters were of the rank that works best. Just tell the players what rank you need their characters to be and have them create trimmed-down versions of their characters.

This can be an excellent chance to explore the histories of these characters that might not otherwise come up. You and the players can learn more about the characters and what drives them, and those revelations can affect their present-day adventures as well.

You could—if you like—play parallel games set in different times in the characters' lives, moving back and forth among them as you like. Eventually, those lower-rank characters are fated to become the higher-rank characters, but they might take a long and convoluted path to get there.

If the younger ones die, are maimed or otherwise substantially change so that the older team is unlikely to ever happen, then the younger characters' supposed fate must have been thwarted. You can either come up with a way for the two sections of the timeline to match up properly, or you can just declare that the two sets of characters are now in divergent timelines—which means alternate universes. This can present its own challenges, but it also means that the time is ripe for the two sets of characters to actually meet each other too.

Art by Ibrahim Moustafa & Neeraj Menon

### Cranking Things Up

You can do the same thing if the adventure calls for more powerful characters than the players currently have. Flash forward to set the game in a possible future for those heroes and have the players develop versions of their characters at the necessary rank. These don't have to be the final form those characters are fated to become. They could simply be versions from a potential future. It's all up to you and the decisions the players make as their characters advance.

(You could also use the flash-forward to power the characters down, as in the case of Old Man Logan and many other Marvel heroes, but check with your players first to see if they're interested in playing their heroes in their twilight years.)

If the players aren't up for that, you can see if they might want to play different heroes for this particular adventure. It might be time for some bigger heroes to step in and take care of things instead—under the players' control, of course.

One answer to this problem that comes straight from the comics is for the characters to go out and find new weapons or equipment—or even other characters—that can help even the score for them. This kind of quest to find such help can constitute a whole adventure all by itself.

If you're playing in a single-issue or graphic-novel game, you can usually leave the character with their extra help at the end of the adventure. The heroes did what it took to line up the help they needed, and they carried the day. The end.

If you're playing in an ongoing series, though, the characters shouldn't get to keep all of those things that they needed for this one adventure. When everything's said and done, they should return to their regular life—including their standard rank cap, assuming they've reached it.

Because of that, if you're going to crank things up for the characters with this kind of help, make sure to let the players know that their characters aren't going to have permanent access to this extra stuff and the help that it conveys. If you're clever, you can build an expiration date into the help they are offered, so it feels natural when that help disappears. For example, in *Fear Itself* (2011), the heroes were able to create special uru weapons to defeat Cul the Serpent and the Worthy, but all that uru had to be returned to the Asgardians once its purpose was served.

## CHANGING HEROES

After every adventure is complete, it's a good idea to take a moment to look over the character sheets with your players and see if it's time to make some changes. Just because a character hit their rank cap doesn't mean they're not capable of change. It just means they're not likely to get much more powerful. There are still all sorts of ways that their adventures can affect them and the people around them.

Art by Giuseppe Camuncoli, Cam Smith & Marte Gracia

## Changing Labels

The most obvious way for a character to change without gaining rank is through their labels: their traits and their tags.

Tags are simple to change. There are no limits on how many a character can have, and they can be added and removed at will. For instance, if a character has the Secret Identity tag but gets unmasked on the internet, it's time to drop that tag and pick up the Public Identity one instead.

The trick is to make sure that the players keep their characters' tags up to date.

The most important tag—and the one that deserves the most attention—is Heroic. If a character isn't acting in a heroic way—in particular, if they attempt to kill someone—then you should discuss removing the tag from the character.

Characters with the Heroic tag start out with fresh Karma points every day, so taking away the tag can feel like a setback, although it's probably a deserved one. However, even terrible characters can earn Karma points by doing good things, so characters without the Heroic tag aren't entirely shut out. They just have to work harder at earning Karma.

Characters can earn the Heroic tag back with a concerted effort. A good first step is to make amends for their crimes and to vow not to make the same mistakes. If they can then prove their sincerity through their efforts, the tag can be reinstated. But if they renege on their promises, the tag should be removed again.

## Changing Occupations

It's okay to change traits too, especially if the character decides to change occupations. Maybe they got fired from their job. Or they graduated from school. Or they were offered a new position.

When a character changes occupations, they should lose the traits that came with the old occupation and pick up the traits and tags of the new one. However, they can hang on to the tags from their old occupation if they seem to make sense. Just because they're starting a new part of their life doesn't mean that they lose all the benefits of what they did before.

For instance, when Peter Parker first became Spider-Man, he was a high-school student. After he graduated, he attended college for a while, continuing his occupation as a student. Eventually, though, he dropped out of college and began working full-time as a photojournalist.

As a student, Parker had the tags Mentor (Professor Curt Connors, better known as the Lizard) and Obligation: School, and the trait Quick Learner. When he finally moves on to full-time journalism, he picks up the traits Audience, Connections: Sources and Pundit. However, he loses the tag Obligation: School and the trait Quick Learner. He still maintains his friendship with Professor Connors, so he can keep the Mentor tag.

In some cases, a character might have more than one occupation at a time, but they need to have a decent rationale for it. Holding on to that many occupations and having adventures at the same time is more than most people can manage.

## Changing Traits

Even if the character doesn't change occupations, it's okay if they need to change traits from time to time, especially if things are changing in their life. Even so, they shouldn't wind up being able to use more chosen traits than their rank allows.

## Changing the Rank Cap

If it turns out that the players change their mind and want to take on bigger and more powerful challenges, go ahead and lift the rank cap. You can just bump it up a rank or so if you like or remove it altogether.

Similarly, if the players decide that they'd rather go back to their old kinds of adventures, you can lower the rank cap back to where it was—or to whatever rank best suits the situation.

You can even do this with established Marvel characters if you like. The universe that you're playing in is your own section of the Marvel Multiverse. If the characters there want to evolve differently than they have in the comics, go right ahead and let them.

## Remaking Characters

While it's unusual, it's okay to let a player rebuild a character's powers from scratch. This happens in the comics from time to time, although the character usually winds up with powers that are at least in the same power set as the ones that they started with.

This should be a rare thing, and the player should help you come up with some sort of in-game reason for the remaking to happen. Maybe the character realized that everything they thought they knew about their origin story was wrong. Or maybe they encountered a new alien civilization or pantheon of gods that altered them down to their core. There are all sorts of possibilities, and they can lead to countless new adventures.

Before a player remakes a character, though, they should consider if they really just want to come up with an entirely new one instead. If they're attached to the character's backstory and the history that they've developed in the game, it probably makes sense to hold on to them, but if the player is simply looking to try out a new set of powers or a new kind of character, there's no reason they can't make up a brand-new hero.

That doesn't mean they have to abandon their old character. That hero doesn't have to die or retire or anything else. They can just be busy with other adventures or responsibilities that draw them away from the group's endeavors, and the new character can step in to fill that gap.

# ENDING HEROES

In the course of play, it's entirely possible that the heroes are going to lose a fight—and one or more of them might pay the ultimate price. In Marvel comics, characters die all the time. For some, this is only a temporary setback, and that can be true in your game as well.

## Immortal Characters

For some characters, death has few serious consequences. Gamma mutates who have access to the Green Door tag can come back after a short tour through the afterlife. Mutants (or others) can be resurrected entirely through the Resurrection Protocols in use on Krakoa.

In such cases, death can be traumatic, but it's only a temporary setback at best. The character dies and then comes back a short while later, sometimes in a different place.

As a Narrator, you don't have to worry about putting such characters in mortal danger. For them, it comes with the territory.

## Killing Characters

With most characters, though, dying is a huge deal, and you should treat it as such. Don't have the villains in the game kill a player's character if you can help it. Leave them unconscious and bleeding, near to death, but stop just shy of ending them.

That way the character can come back to fight another day. Killing them off puts an end to that possibility—at least in the short term. In a single-issue game—or even toward the end of a graphic-novel adventure—that may be fine. It can even make the session more memorable than ever.

In an ongoing series, however, this can be a big problem. The player is going to want to come back to play in the next session, and the death of their character puts a large crimp in those plans.

That said, if the player is up for their character dying, don't hesitate to go along with it. Give the character their moment in the spotlight for their big exit. Allow them to inspire the remaining characters to soldier on without them. Let them give the character's death meaning.

Then—when you have the time—pull the player aside and begin plotting for what's going to happen for them next.

Art by Mike Del Mundo

## Shattering Characters

The same guidelines apply for shattering characters, although this is a bit easier to come back from, and the player can keep control of the character throughout the experience if they like. However, not every player is interested in role-playing a character whose psyche has been shattered. In that case, just let the mental health professionals cart the character away with the promise that they might return at some future date.

If the player decides to stick with the character, let them do so for as long as they like. If they get tired of showing how broken their character has become, they can let them go for a bit, just as if the character has been killed.

## The Wipeout

It's not common, but it's entirely possible to kill off every member of a team all at once. If you're being careful with the characters, this is unlikely, but if it happens, you have some big decisions to make.

The first thing to do is ask your players how they feel about it. Do they want those characters back, or would they rather start over? Either way is okay.

If the players see this as an opportunity to make a change, roll with it. Have them make up or pick new characters, and then bring them right back into the adventure. Just because one team of heroes failed doesn't mean that the villains win. It means that someone else has to step up to stop the villains instead.

If the players would like to keep playing their current characters, see later in this section for guidelines on how to bring them back from the dead. There's one other option when an entire team is wiped out though: The villains save them.

Most times, if a single character is killed, the other heroes drive off the villain and try to recover their teammate's remains. If all the characters are downed, though, the villain might see this as an opportunity to capture them all instead. Rather than dying, they can all wake up in captivity, their wounds bound and cared for by the people they were fighting against.

If the entire team is shattered instead—or some combination of such terrible fates—the heroes could wake up to find themselves in a treatment facility for the mentally ill. Managing to recover and then escape could be the basis of an unforgettable adventure.

## Meanwhile

While a character is killed or shattered, there's the matter of what their player should do until the character is ready to return. The first thing to do is discuss with the player how long the character should be absent. If they have some way to come back right away, then go ahead and work your way through that process.

If the character doesn't have an instant way to come back, then bringing them back can become the focus of the game from that point on. The heroes can work together to figure out what really happened to the character and what it might take to get them to return.

Some possibilities (some with appropriate examples from the comics) include:

- The character who died was actually an LMD (Life-Model Decoy, an android made to look and act like them) that took their place. (Maria Hill in the *Secret Invasion* [2008] event series.)
- The character who died was a clone, and the next one needs to be found and activated. (Such as Cable's status quo in the 2014 *X-Force* series.)
- The character's body was never found, and they were secretly recovered by someone else and nursed back to health.
- The character teleported away—or was captured by someone else via teleport—at the last instant but is now trapped or otherwise occupied somewhere else.
- The character became unmoored in time and needs to find their way back to where they belong. (Such as Steve Rogers in *Captain America: Reborn*.)
- The character's mind was absorbed by someone else before their death and now needs to be restored to an appropriate body.

Once you figure that out, you can work out how the character might return to the game—and what the player might do in the meantime. If the player won't be without their character for long, they could just be patient and hold on for a bit, perhaps helping you out by playing a character the Narrator is normally in charge of.

If you and the player decide that the character should disappear for longer, then the player should join the game with a new character. That can be one of their own design or an established Marvel character, as they prefer.

However, be sure that you discuss with the player what should happen with this second character if and when the first one comes back. Will the player keep playing the new character, or will they go back to the old one? Will the one they don't choose to play die? Or become a character that you control as the Narrator? Or will they simply leave now that their purpose is complete?

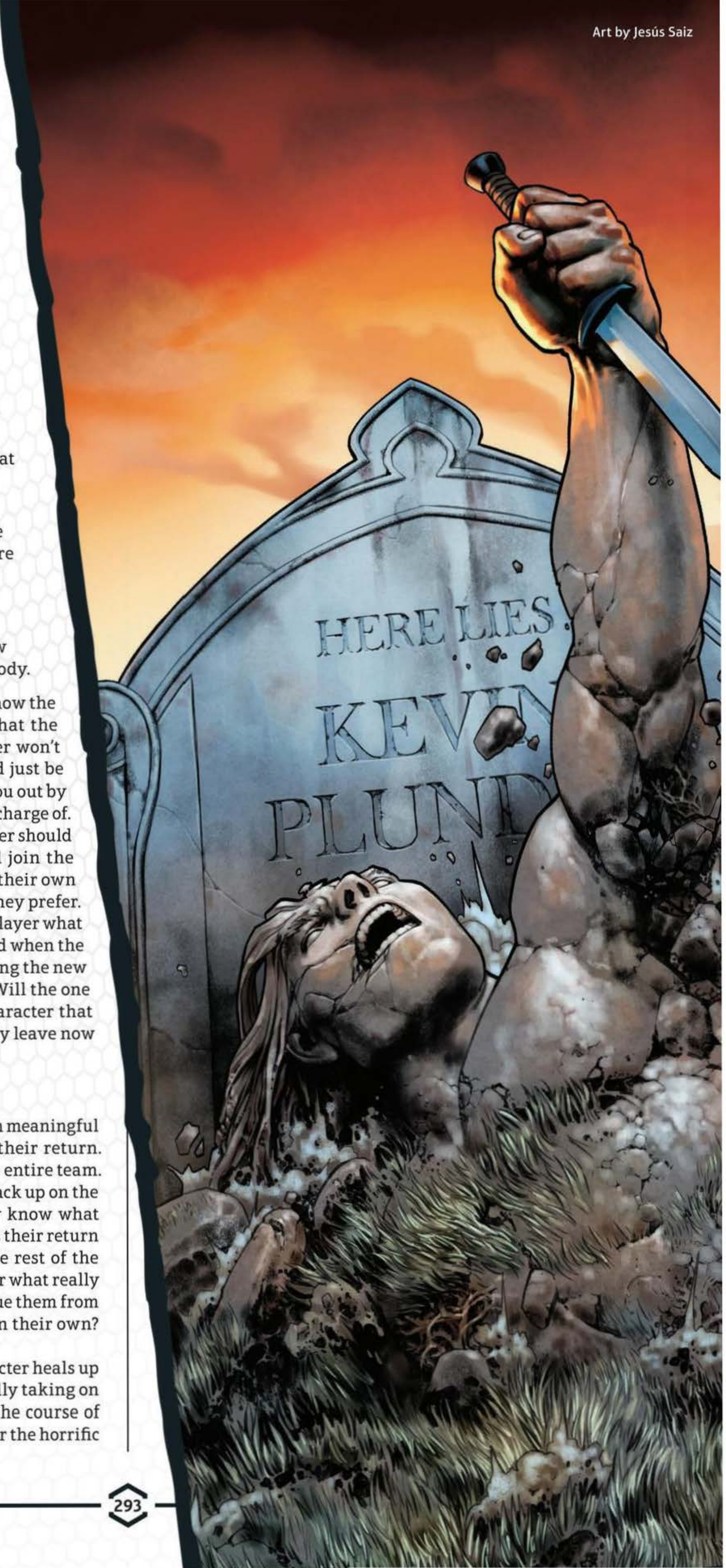
## Bringing Characters Back

Just as you want to try to make a character's death meaningful and memorable, you should do the same for their return. This should be a momentous experience for the entire team.

If a supposedly dead character just shows back up on the doorstep of the heroes' headquarters, do they know what happened to them while they were gone, or does their return present a mystery yet to be solved? Or did the rest of the team have to go on an epic adventure to discover what really happened to the not-so-dead character and rescue them from whatever was keeping them from returning on their own?

Sometimes, it's pretty straightforward.

With the Green Door, for instance, the character heals up and revives in the place where they died, usually taking on some kind of twisted and grotesque form in the course of their resurrection. If you wish, you can skip over the horrific



Art by Jesús Saiz

aspects of this and just pick up with the character once they're restored and ready to go, depending on the players' tastes and tolerances for such things.

With Krakoan resurrections, once the death of the character is confirmed, the Five—a group of mutants who combine their powers to make the resurrections happen—get to work. The Five are busy resurrecting all sorts of dead mutants, but if the character is important enough (which most players' characters are), then they get bumped to the front of the line. The character's new body is grown inside a human-sized egg, and a previously made copy of their mind is downloaded into the fresh body.

This means that mutants revived by the Five often don't recall their death. They might even be missing many more memories than that, depending on when their mind was last backed up. How much the character loses is at your discretion, but let the player know so that they can be sure about what their new edition isn't supposed to know yet.

With other methods, it's up to you how they work. Sometimes, the characters come back just like they were. The whole thing was just a big mistake, and they weren't killed or shattered after all.

Other times, they're changed, traumatized by the experience. They might return as a younger version bumped forward in time, or they might be an older version brought in from another timeline in which they weren't killed.

How it happens is up to you, but make sure that the character's player is on board with anything you have planned. This may well be a part of their character's adventures that they will never forget.

## PLAYING IN THE MULTIVERSE

When you play this game, remember that you don't need to follow any particular bit of continuity from Marvel comics or any other source. The universe that the characters are playing in is unique to them, and you don't need to feel beholden to anything else.

That can be both freeing and terrifying, but don't fret. One of the wonderful things about playing a game based on Marvel comics is that you don't have to do all that work on your own. You have more than 80 years of published stories that you can draw upon as much as you like.

Because of that, you don't have to build out the world at all. You can add on to it, but the assumed default for everything in your game is that it matches everything in the comics. You have only to concern yourself with where things differ in *your* game.

### Making Your Universe Your Own

Once you start making your mark on the Marvel Multiverse, it's hard to stop. Everything that you and your players do in the game makes your version of it that much more real for you and for them. The further you go along that path, the more your version feels like your own.

As you go, take some time to keep track of the things that have happened and the decisions you've made that are different from the Earth-616 continuity. In this way, you and your players form the continuity of your own universe.

If one of the other players seems up for it, you can assign the duty of keeping track of things to them. If you spot one of the players taking notes about everything as you narrate the game, they are the perfect person for that gig. They're already keeping track of things for themselves, so you might as well make it official.

Having a good set of notes can help a lot when you're planning out your adventures and how you think the characters' story might go. It keeps you from having to recreate things you might have already created on the fly, and it gives your slice of the Marvel Multiverse a sense of realism.

As you play the game—especially if you move into ongoing-series mode—the little decisions you make early on can start to add up. The places you design, the names you give the characters, the relationships between them—all that can be a lot to keep track of, but that's also what helps make your game sessions uniquely yours.

### Continuity

It also means that you're not wrong when you say that something in your game's universe differs from the way it is for Earth-616. Those little details start to add up to form the history—the continuity—of your game's universe. You just have to keep track of them.

If that sounds like a hassle, it's really only as important as you make it. If you contradict yourself at one point or another, you have a couple of options. You can confess to the mistake. Or you can explain how you weren't actually wrong at all.

Comic-book writers have a long tradition of retroactively repairing continuity errors, called *retconning*. You should feel free to do the same.

In fact, Stan Lee had a tradition of giving out a No-Prize to readers of Marvel comics who pointed out a problem in the stories' continuity and then came up with a plausible explanation for it. You can do the same, enlisting your players' help.

Instead of awarding a No-Prize, though—which was literally nothing—you can give them a point of Karma for their efforts and for helping keep everything on track.

### Point of Divergence

The moment you start a game session, you will diverge from the standard Marvel comics continuity. The fact that your players are doing something new in the setting and have characters making their own choices and having an impact is bound to do that.

The question then becomes at what point do things begin to differ? And that's really up to you.

You don't have to be a Marvel comics historian to run the game. Few people have read all of the Marvel stories ever published, much less have committed them to memory. Your world can just be your impression of the Marvel Comics setting, as detailed or as fuzzy as you want it to be.

If you're a stickler for details, you can set a moment in time and say that everything until then is the same in your game as it was in the comics. Like right after the Super-Hero Civil War. Or maybe after the Secret Wars and the birth of the Eighth Cosmos. Or whenever you like.

### Keeping Up to Date

If you're a big Marvel comics fan, you might want to keep your world up to date with what's happening in the comics in real time. This can be a bit of a challenge, especially since you don't know how things are going to turn out in the stories until they're complete.

Instead, it's easier to simply use big Marvel crossover events as milestones. Think of them as beacons that you and the other players can steer by.

For instance, in 2022, Marvel had a big event that involved most of their comics, called *A.X.E.: Judgment Day.* It brought the Avengers, X-Men and Eternals together in a world-shaking disaster in which a Celestial known as the Progenitor decided to judge every person on the planet to see if the Earth was worth saving or needed to be destroyed.

Even if your players have read the comics and know how the overall event comes out, this sort of event offers a chance to have your game cross over with the comics too. You can play out an adventure in which the characters have to deal with the trials that the Progenitor places before them. This is a great way to both explore the nature of those characters and to feel connected to the wider Marvel Multiverse.

Or you can ignore all that. You can say it never happened in your game's universe, or you can say it all happened at some point, but the characters survived it. Pick up the story after the whole conflict and keep moving.

## GAME STYLE

Marvel comics offers up all sorts of different types of stories, and you can do the same in your game. It's worth taking a bit of time before you start playing—or even as the game progresses—to see what kinds of stories your players are interested in. This is called your game's *style.*

### Action

The default style for a Marvel comics story is *action.* These games are full of brawls and banter and are packed from one end to the other with all sorts of opportunities for thrilling adventure. Pick up most Marvel comics, and you can find yourself deep inside an action story in no time at all.

Action stories tend to concentrate on the plot and the life-threatening stakes that go alongside it rather than exploring the inner lives and motivations of the characters. There's nothing saying that you can't do both, of course, but when a herald of Galactus arrives in New York City and announces that their boss is on his way to feast on the planet's energy, most other concerns get put aside.

To make an action story more than a set of plot points that the heroes race through from one to the next, though, you need to give the heroes some downtime in between to let them breathe. To have those human moments that make the stakes that they're fighting for feel more meaningful.

Art by Valerio Schiti & Marte Gracia

Art by Stacey Lee

Otherwise, the players may start to think the characters' only worth comes from how well they make their dice rolls.

It's also important to allow the characters to fail. When it seems like everything is on the line, letting the characters blow it might seem like the worst of all possible outcomes, but that's okay. Some of the most memorable stories in Marvel comics happen after the heroes failed.

**Examples:** Look to many of the *Avengers* titles for stories like these. Epic adventures that ride along the razor's edge of action.

## Comedy

One of the greatest strengths of Marvel comics is their humor. Many of their stories do a fantastic job of leavening the most serious and dangerous of moments with a sense of levity and fun. If you like, you can lean way into that, highlighting the funnier parts of the stories—putting the *comic* in comic books.

This works well if you and your players already enjoy each other's senses of humor. If you're all on the same wavelength most of the time, it's easy to get your friends to laugh. If you have to force it, though, it can fall flat, so be careful how far you push it.

Even if you and the players are all rolling around on the floor and clutching your sides, there should still be a plot for them to sink their teeth into. Something that motivates them to move along and gives them something new to joke about every so often. Otherwise, the game can quickly devolve into nothing but zingers, and eventually, that gets dull.

Keep the players moving while they're laughing, though, and you can entertain each other for years.

**Examples:** Spider-Man (Peter Parker) has a notorious sense of humor that plays out in most of his tales, often to the great irritation of his foes. Deadpool, She-Hulk and Gwenpool lean hard on the humor as well, even including breaking the fourth wall to speak directly to the reader.

## Mystery

Another common genre in Marvel comics is mystery. Most of the stories aren't labeled as such, but if you find yourself wondering who committed a crime and how and why they did it, you just found yourself in the middle of a mystery.

Characters often find themselves in such situations by accident. Someone attacks them, and they don't know why. They hear screams and rush to help those in need, but there's something deeper going on.

The presence of super-powers and the supernatural can make many such mysteries difficult to solve. Locked-door mysteries get a little wilder if you consider that someone could have phased through the walls or teleported in from the next block over.

Even so, a bit of mystery can serve as a good way to slow down the action for a bit and ask the characters to work with their minds rather than their fists. This can actually be more engaging for the players, as they usually wind up doing a lot of the figuring on their own rather than relying on their characters' skills in combat.

**Examples:** Jessica Jones' work as a private investigator puts her in the heart of mysteries all the time, but you can also look to the mental gymnastics characters like Mister Fantastic use to figure out what's going on behind the action in their fantastic adventures.

### Romance

Marvel used to publish romance comic books many decades ago, but those sorts of stories—along with Westerns and war stories—fell out of popularity a long time ago. You can include elements of those in your adventures, of course, but of those choices, what adds a bit of flavor to many super-hero stories is a bit of interpersonal romance.

When you have lots of attractive characters running around with other attractive characters, some feelings for each other are bound to crop up from time to time. They might even arise for characters on the other side of the law, just to complicate things even more.

If you're going to incorporate romantic elements in your game beyond casual flirting, be sure to take the temperature of the other players. Not everyone is comfortable with such things and might consider them distractions from the more important elements of the game. Others, however, might love playing around with romance like that and feel that these bits actually are the most important parts of the game.

**Examples:** Many stories of the X-Men involve not just action-packed, high-stakes plots but also a great read of interpersonal romance. This does a great job of breaking up the perilous moments and also of reminding the characters who and what it is they're actually fighting for.

### Gritty

Many stories become more serious, grim and gritty. They involve ill-fated heroes being reluctantly dragged into saving people who are even more doomed. These stories tend to involve smaller teams or even single heroes who have a lot of dead-serious internal dialogue.

In these stories, the heroes often aren't trying to save the world. Most of the time, they're lucky if they can manage to save themselves and maybe have a sliver of hope of doing a lick of good in the world for the people they care about most.

These stories often make for engrossing ways to explore the deepest parts of a character's motivations and see what really makes them tick. They can sometimes be a little too intense for players who are more interested in nonstop action rather than high drama.

**Examples:** Wolverine (Logan) is the classic gritty character. Many Daredevil stories run along these noirish lines as well. In the end, stories that don't turn out well for anyone involved fit right in here.

### Horror

If the gritty tales aren't dark enough for your tastes, you can make your way into full-blown horror instead. In these stories, the heroes aren't concerned with saving the world as much as they are with getting out alive. With their own lives starkly on the line, you can see what's really the most important to them, as well as how they feel about what they've done with their lives.

**Examples:** Some characters are built for horror from the start, like the Man-Thing or Werewolf by Night. Others—like Blade—find fighting against the horrors in the world to be a core part of their purpose.

### Mix It Up

There's nothing that says you can't mix and match among the genres as much as you like in your game. The classic Marvel comics way is to lean into the action and spice it up with hints of all of the other types of stories from time to time. That keeps the challenges fresh and keeps the characters from falling into a rut in which they can start to predict what happens next.

A good Narrator tries to always keep the players guessing about what's around the corner, and by coming up with your own blend of styles and varying it up from time to time, you can deliver that to them.

## DESIGNING ADVENTURES

While there will be official published adventures out there for you to run for your players, many Narrators eventually decide to try their hand at designing adventures. This is a fantastic idea and can be amazing fun. You are likely to do a wonderful job of it. After all, no one knows your players and their characters as well as you do.

You probably have all sorts of ideas for how you want your games to go, and you should run with those and have fun with them. As you go, though, here's some hopefully helpful advice.

### No Plan Survives

As the old saying goes, no plan survives contact with the enemy. The other players in your game are not your enemies, of course, but they are certain to lay waste to the plans you have for your game with regularity and abandon.

That, of course, is the point. That's the thing that separates tabletop role-playing games from other forms of entertainment: the way the players react to and riff off the Narrator's plans.

If you want to just tell the other players a story, you can write it down and read it to them. They don't have to be any more involved than a live audience for your tale. They might even love that.

But a game like this is not about telling a story *to* your friends. It's about concocting one *with* them.

It's not your job to put the plot on rails and run the characters through it. That sort of thinking tells the players that they're just acting out predestined parts in a story that was always fated to go one way, no matter what they hoped to contribute.

A better way to look at your responsibilities as the Narrator is to present your fellow players with a challenge and see what they do to solve it. You don't have to know how they're going to rise to that challenge. You might have some good guesses, and you should prepare for each one of those, but don't work at it too hard.

Let your players surprise you. The stories you're creating together aren't just for them. They're for you too.

## Prepare, but Not Too Much

Since it's hard to create a coherent narrative in your adventures without your players' help, the best thing you can do is enlist them to help you with the job. The simplest way to do this is to prepare the adventure before you start.

In most cases, you shouldn't plan the adventure down to the last detail, though. If you put hours', days' or even weeks' worth of work into an adventure, when the players do something you didn't anticipate, you may be tempted to force them down the path you'd planned out rather than let them have as much influence as they should.

It's best to have a solid framework in mind and to understand not just what the characters you control are doing but why. That way when the adventure goes in a different direction, you should have a good idea about how to make it all pivot.

Done well, the players might never even notice. They often think that you've planned it that way all along!

## Time to Plot

To start out, you should pick a villain (or villains)—which we'll get to in a bit—and come up with a plot for them. You can do this in either order. Some Narrators like to match the heroes up against villains first, while others like to come up with the plot first.

When mulling over your plot, ask yourself a number of questions. Designing a crime is kind of like solving a mystery but in reverse, because you get to come up with the answers you like best.

In a traditional investigation of a crime, the classic three questions that detectives ask are about whether or not the suspect had the motive, the means and the opportunity to commit the crime. You need to supply all three of those to your villain.

- What is the villain after? Money, power, love? It should be something they can't get through ethical means. That's what makes them a villain, after all, rather than someone who does an honest day's work to get what they want.
- What are they willing to do to get it? The easy answer is "anything," but think about the particulars in this case. Are they ready to infect a city with an illness? Rob elderly folks? Harm children? Kill innocents? Punch a hole into another universe?
- Who is in their way? Is it the law? Their rivals? The heroes? Reality itself?
- Why now? What happened that made the villain need to do this now? If they weren't committing these crimes last week, what changed? Is this a new opportunity that presented itself—perhaps an unforeseen result of the heroes' previous actions? Or was the villain planning this for a long time, and now they're finally ready?

Playing around with these questions, you might come up with all sorts of potential plots. That's great. Just take some notes on them and figure out which one appeals to you most.

## Make It Personal

The best adventures are ones in which the stakes are so high that the heroes are instantly motivated to help. Sure, they want to stop the bank robbery because someone might get hurt, but if they know the people who work in the bank, their fears for them become much more concrete.

Even the most altruistic heroes feel the tension rise when the fate of people they know and care about is on the line. Then it's not whether *someone* gets hurt but whether *someone important to them* gets hurt.

If the villain is someone the hero has a history with, that can make it more personal too. When Spider-Man (Peter Parker) fights the Green Goblin (Norman Osborn), Spider-Man remembers all the horrible things the Green Goblin has done to him and his friends in the past. That spurs him on even harder to put a stop to the Goblin's plans.

## The Hook

Once you have the plot worked out—or at least a framework for it—and how to make the stakes personal for the heroes, you need to figure out how the heroes get involved in the adventure.

In many cases, the villain doesn't want to draw the heroes' attention, as they would rather commit their crimes in secret instead. But they can't control every circumstance. Mistakes get made, and evidence of their activities gets out.

Maybe someone they captured gets away. Or someone they thought they killed recovers. Or one of their underlings sees how horrible they are and has a change of heart.

That's where the heroes come in. They can follow these clues back to the villain and confront them—hopefully before it's already too late.

You don't have to work too hard at this if you don't want to. Sometimes, the heroes get wind of the villain's plans from the police. Or they see it on the news.

If you want to be even more straightforward about it, the villain can attack the heroes directly. If the villain sees the heroes as the biggest obstacle to their plans, they might want to cross defeating them off their list straightaway. They can ambush the heroes themselves. Or they can hire someone else to do it. Or they can stand in front of the heroes and challenge them to a fight. It's up to them—and you!

## Plot Points

Now you know what the villain is up to, who's at risk and how the heroes get involved. After that, it's a matter of trying to guess how the heroes will respond.

While you can't know *exactly* what the heroes will do, you can make some decent guesses, and you can help that out by pointing them in the right direction. First, though, you need to know what the right direction is.

By now, you probably have a starting point and an ending point. The trick is to figure out what happens in between.

If you're creating a single issue, you don't need too many twists and turns between the beginning and the end. You want to create a self-contained story in a single session, so you need to think in terms of what you can fit into the time you have. As a rule of thumb, you probably have time for one major encounter every hour or two of play. That means in a four-hour session, you might have two or three encounters.

Art by Sara Pichelli, Gaetano Carlucci & Justin Ponsor

These encounters form plot points that you can either list out in a row or even diagram out with a flowchart. After each encounter, you should have clues that lead the characters to the next plot point or—better yet—give them a choice of two or three different plot points they can head toward.

You should mark the plot points that cannot be skipped as essential. These are things that the heroes must manage to do in order to proceed through the plot. Sometimes they can do one of a few different things to advance, but you should make sure you know which plot points they involve.

Other plot points can be optional. The heroes can get to them if they have the time and inclination. They can illuminate the story and give it and the characters involved more depth. But they can be skipped over if the players would like to do something else—or if you're running short on time.

You can add in optional plot points on the fly. If the players decide they want to do something you hadn't planned for, go ahead and let them. Eventually, you can hope to get them back to one of the essential plot points they need to hit, but there's no need to force them straight there.

In fact, if you can manage it, you can even substitute in some of those new plot points for some of the essential ones. The simplest way to do that is to steal some of the important bits from an essential plot point and blend them in with the new one the players led you to.

## Bigger Plots

If you're creating a graphic novel, you have a lot more room to work with. You can play out the story over several sessions and lead up to a bigger ending.

Ideally, each play session forms a single issue of its own with a complete story, and all together, the series of them build up to that graphic novel. That way, the players get the sense of accomplishment of completing that single story on their way toward reaching the end of the larger plot.

You don't even have to tell the players that you're working toward a graphic-novel plot. You can just present a series of single issues to them and watch them as they start to figure out the overarching plot linking those individual stories into a greater tale.

You can handle an ongoing series in much the same way. Present the players with groups of single issues that every so often collectively form a graphic novel. When they finish one, you can move on to another, building on the stories that you've played through before, just like you're creating sequel after sequel.

If you like, you can break up an ongoing series with actual standalone single issues too. This gives you a chance to try out new ideas and to take a break from the ongoing story without leaving it behind.

## Setups and Payoffs

An important thing to consider when playing through adventures with your players is that people expect their stories to have setups and payoffs, even when they're playing a game like this.

A setup is the foreshadowing you do in a story. The bread crumbs you leave for the players to follow through the tale. The clues you leave to what's actually going on that you then let the players figure out. When they do put everything together and realize what's happening—when they get to the big reveal—that's the payoff.

A payoff without a setup feels hollow. Instead of saying, "Wow! Now it all makes sense!" the players say, "What? Where did that come from?" They need to be able to look back at what's come before and see how it all led to this point, even if they didn't know it at the time.

Similarly, setups without payoffs can lead to frustration. If you just scatter clues all over the place—things that leave questions in the players' minds—and they never learn what those clues mean, that irritates them. They often ask what was going on and why you bothered to drop those hints for them if they didn't mean anything, because they feel misled.

Players often take everything the Narrator says as a setup. They're trained to look for hints like these, and sometimes they can seem to concoct them out of nothing. An offhand remark you make about something innocuous can point them in a whole different direction than what you intended.

Because of this, you should be careful with how you reveal clues and answer questions. It's perfectly fine to leave red herrings—false clues—around for the heroes to find if they're intended to confuse them and keep them guessing about what's really happening. Just be judicious with them. A little goes a long way.

### Course Correction

If the players somehow latch on to something that has nothing to do with the plot, you have two choices.

First, you can be blunt with the players and tell them that they're making a mistake. The "clue" they spotted isn't a clue and has nothing to do with the plot. This may not be the most artful way to handle it, but it can prevent people from wasting time on something that you know isn't going to lead anywhere.

Second—and far more challenging and interesting—you can incorporate the error into the plot. That little detail the players sunk their teeth into might have meant nothing at the time, but they don't know that. If you can work that into your plot—or even come up with a whole new plot to fit it—it can lead you to all sorts of new and unexpected places.

Think of such things as inspiration for the adventures. One of the best things that separates role-playing games from other sorts of entertainment is that you can do things like this. You can roll off in different directions on the slightest of inspiration and see where you wind up. Few other things can replicate that.

### Playing with Expectations

If your players are good about spotting setups and looking for payoffs, you can play with their expectations—and you should. If players get exactly what they're expecting to happen every time, they can become bored with the story, as it then feels like the whole thing's rolling toward an inevitable finish that everyone can see coming from miles away.

When possible, give the players setups that are ambiguous. If they can lead to more than one conclusion, that's not a mystery solved but a mystery presented. You should, of course, know what the correct conclusion is, but leaving the players uncertain keeps their interest.

As the players discuss the setup, listen to what they have to say. They might come to the correct conclusion straightaway, but you don't have to let them know that. Hold on to the secret for at least a little bit longer.

If the players are constantly figuring out what's happening ahead of time, you can change things on the fly. If they strike upon the right solution but you have other viable options, you can switch over to one of those other options without telling them.

Be careful not to abuse this ability. If the players are sharp and pick up on clues fast, let them revel in their success. But every now and then, you should throw them a twist to help keep them on their toes.

You can even purposefully mislead the characters. The villain can plant evidence that implicates someone else. Witnesses can lie about what they've seen, either out of fear of the villain or for reasons of their own. Part of the adventure then becomes having the heroes sort through that misinformation to find the truth.

## BALANCING COMBATS

In their adventures, characters are likely to wind up in a fight. As a Narrator, it can be tricky to balance such combats so that they are a challenge to the characters without being overwhelming. There are all sorts of different contexts that can affect a fight, and it's difficult to account for them.

However, here are some guidelines to use as a basis.

### Matching Ranks

The simplest way to balance a combat is to match every character on the players' side with a foe of equal rank on the other side. Some powers are going to be more applicable than others in any given situation, so this isn't a perfect solution, but it works most of the time.

The trick with that, of course, is that such fights are so evenly matched that the heroes are just as likely to lose as win. That's the sort of battle you should probably save for the end of an adventure.

Rather than matching heroes up with villains of the same rank, you can mix things up a bit. As a rule of thumb, you can match a character of any rank against two foes of the next lower rank or four foes of a rank two less than theirs and so on.

**Example:** *Black Panther (T'Challa) is evenly matched against Killmonger, as they are both Rank 4. He would also be evenly matched against the Red Skull and Crossbones, as the two villains are Rank 3.*

### Initial Fights

Not every fight should be evenly matched. Sometimes—especially early in an adventure—the heroes take on foes they should be able to easily defeat. In such cases, it's fine to pit the characters against foes of much lower rank.

To keep things interesting, you should vary the situations in which the fights happen. Few battles should be as simple as having the heroes stand toe-to-toe with their opponents. Battling through a crowded city street, a busy office building or even a skyscraper construction site can offer all sorts of new opportunities to flex powers and try out new tactics, both for the Narrator and the heroes.

Additionally, you can try throwing waves of weaker opponents at the heroes and seeing how they handle them. As you test out the team, you should get a better idea of their capabilities and what you can throw at them in the future.

### Doomed to Lose

It's okay to set up battles that the heroes are doomed to lose. Sometimes the greatest moments that heroes have are after they get pounded into the dirt by a superior force. This encourages them to seek out other solutions or maybe even to call in other heroes to help.

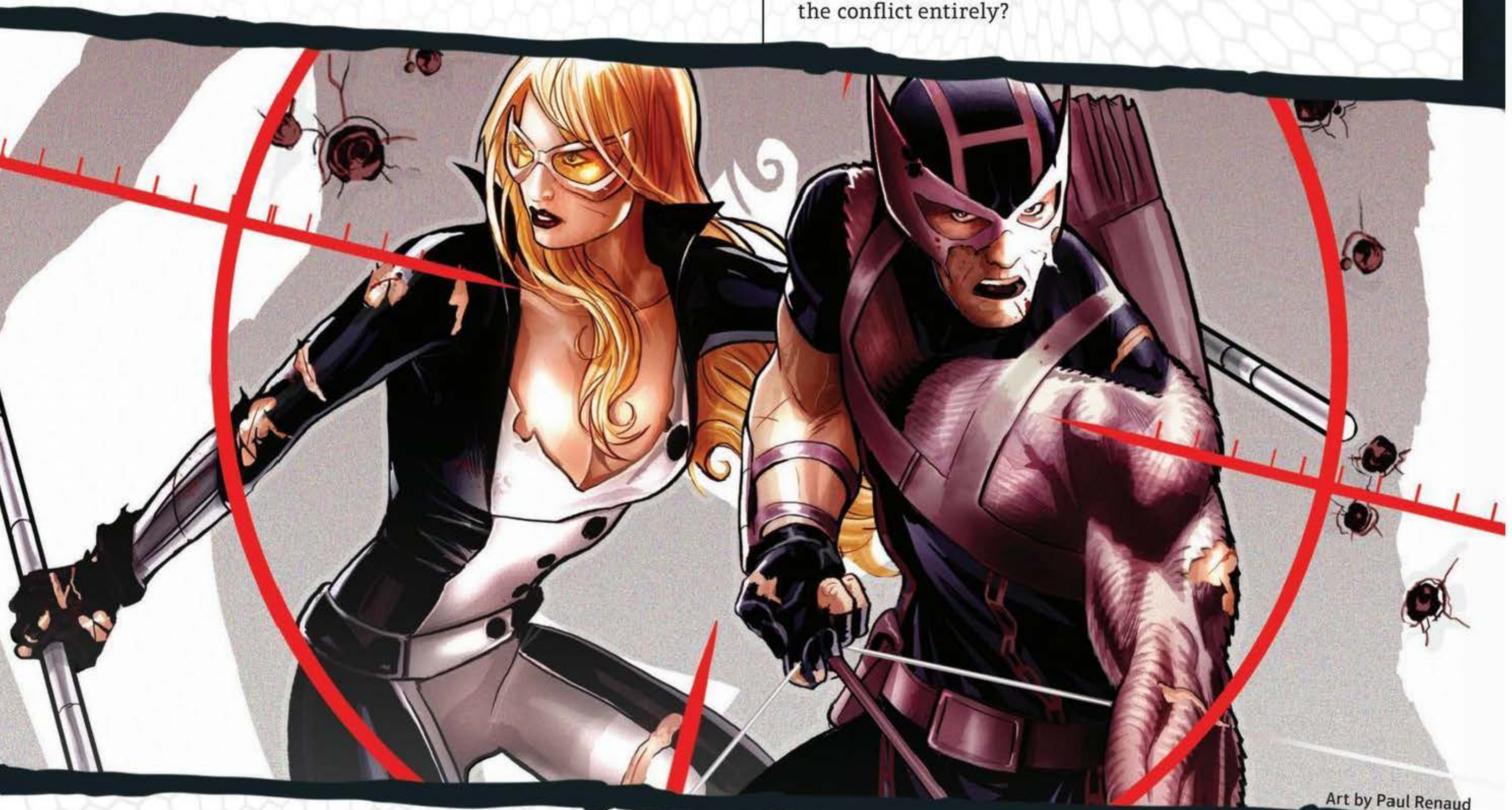
If you're going to smack the heroes around like this, though, you need to give them a means of escape. It's not fair to toss them into a death trap with no way to avoid their ultimate fate—unless, of course, death isn't terribly permanent for them. Most of the time, though, they should have a way to practice discretion and get out while the getting is good.

However, you should set up battles like this rarely. While they can be a great way to demonstrate a foe's power and superiority to set the stage for later in the adventure, few players enjoy watching their characters get beaten down regularly.

### When the Battle Ends

When setting up a battle, you should think about what happens afterward. Where might the heroes go next, and what will lead them there to do that? If possible, give them a few choices so they feel like they have some agency over what happens.

Many Narrators plan for what happens if the characters do what they expect—which is usually to win. But you should also have a backup plan for what happens if things resolve differently. What if the heroes lose? Or run away? Or avoid the conflict entirely?



Art by Paul Renaud

### Climactic Battles

Climactic battles—the ones that come at the end of a story, whether it's a single issue or a graphic novel—require planning. Try to think about the situation from the perspective of the villain. They're not showing up at the appointed time just to give the heroes a punching bag. Most of the time, they're going to attempt to tilt the circumstances around the battle in their favor.

Consider not only where the battle should take place but what kinds of help the villain should arrange for themselves. Many villains—like Kingpin or the Red Skull—surround themselves with soldiers or underlings to handle their security and take care of pesky things like heroes for them. They step into a fight only when forced to do it. Others—like Kraven the Hunter or Carnage—enjoy the thrill of battle and seek it out at every opportunity.

For a venue, think big. Give the heroes and the villains a chance to stretch their abilities and let loose. It could be atop a Helicarrier, atop Avengers Mountain or deep in the Negative Zone. Or pick a spectacular and important real-world location, like the Statue of Liberty, Times Square or the White House.

The plans don't necessarily have to diverge much. Win or lose, many of the same things can happen. If the heroes are left scattered and unconscious, they might recover to discover many of the same things they would have if they had triumphed. But you should think about how that might happen so you're prepared for any outcome.

## TIMES AND PLACES

As the Narrator, it's up to you to set up the adventures for the other players. The default setting is now, often in Manhattan, but you can change that around as you like.

Higher-rank characters tend to travel more, as they can confront troubles that threaten many more people. Many such adventures take the heroes all around the world or even to distant galaxies or other dimensions or universes.

For original characters, however, it can be fun to set the adventures in your actual hometown. You likely know the place better than any other part of the world, so instead of having to learn about Manhattan or Wakanda, you can rely on the knowledge that's already in your head.

Art by Valerio Schiti & Frank D'Armata

## Origin Stories

If you're starting out with original heroes at Rank 1, you can start the adventure with the characters' origins. You might even begin with them *before* they get their powers.

The main question in such stories is: How did the characters get their powers? Are they all from the same source, which would link the characters together naturally because of that? If their origins all spring from different things, what brings them together here and now? What common threat do they face that unites them?

Ideally, this is not just a single event but an ongoing problem. This gives the heroes a good reason to work with each other on a regular basis rather than going their separate ways at the adventure's end.

## Flashbacks

Even if you're working with established Marvel characters, you don't have to remain in the present day. Your game's continuity is your own. If you want to play with the original X-Men as teenagers under Professor X's tutelage at Xavier's School for Gifted Youngsters, go right ahead. If the players want to adventure as the Invaders during World War II, that's what you should do.

You don't have to make your entire game about this, though. You can, instead, flash back to those days for a single issue or a graphic novel or however long you like. This can be a great chance to explore a secret origin, perhaps tying an original character's roots to established Marvel history.

For an example in Marvel comics, look to Silk, a character who was introduced more than 40 years after Peter Parker became Spider-Man. Despite that, she was there the day Parker was bitten by a radioactive spider, and her powers are tied to his because of that.

## Days of Future Past

Of course, the past and the present aren't your only options. You can adventure in one of Marvel's potential futures or alternate histories as well.

If you decide to do this, you should think about whether the heroes are from that alternate universe or are just visiting it. In other words, do they consider that their core reality or not? Is the entire series going to be set there, or might the heroes hit other parts of the Multiverse?

Either way, since that universe is a different part of the Multiverse from Earth-616, the heroes don't have to worry about accidentally changing the timeline in the main Marvel Universe and winding up in another alternate universe if and when they return to that.

## Using Events

You should feel free to set your game in any part of Marvel's illustrious history. The most attractive eras are often based around one of the major crossover events that shook up the comics. This includes things like:

- Age of Ultron
- Annihilation
- Civil War
- Civil War II
- Contest of Champions
- Dark Phoenix Saga
- Dark Reign
- House of M
- Infinity Gauntlet
- Judgment Day
- Kree/Skrull War
- Secret Empire
- Secret Invasion
- Secret Wars (1984)
- Secret Wars (2016)
- Spider-Island
- Spider-Verse
- War of the Realms
- World War Hulk
- X of Swords

If you know what all those are, you deserve a No-Prize! If you want to read them to find out what you might have missed, a subscription to Marvel Unlimited is a great bargain.

If your players don't know what happened during the event you choose, you can use the plot verbatim. Just be sure to caution them against going back to read those events and spoiling things for themselves and the rest of the players.

If the players do know the event—and even if they don't—you should feel free to change things around to better fit their team and to play with their expectations. Just because it happened one way in the comics—on Earth-616—doesn't mean it has to go the same in your world. After all, the heroes in your game are bound to have some sort of influence on the outcome.

If you don't want to tackle a massive event, you can instead concoct an adventure that is related to it but wasn't featured in the comics. Think of it as an untold story that finally gets its day in your game.

# FILLING OUT THE CAST

In the course of a good adventure, the heroes don't just battle villains but encounter all sorts of different people. When you're setting up an adventure—and particularly with an ongoing series—it's worth taking some time to fill out the rest of the cast.

You don't have to tackle this task on your own. Enlist the players and ask them to tell you about the most important people in their characters' lives.

### Friends and Family

The people who heroes interact with most are their friends and family. Think about the following questions:

- Who are the hero's parents?
- What do they do?
- Does the hero have siblings? Cousins? Other important relatives?
- Who lives in the hero's house?
- Who does the hero hang out with when given a choice?
- Does the hero live on their own? With friends? With their family? Some other situation?
- Does the hero have children of their own?

### Work Friends

Another thing to consider is what the heroes do for a living. After friends and family, the people who many folks interact with the most are those they work with.

Most players already put a bit of thought into this when they came up with their hero's occupation as part of creating their backstory. However, it can help to delve a little bit deeper into it.

- Does the hero have to work? Does someone support them? Are they independently wealthy?
- Does the hero have a boss? Co-workers? Employees? Others in a position of authority over them, like a teacher or principal?
- Who does the hero interact with as part of their occupation? Customers? Clients? Teachers? Fellow students?

### Romance

Romantic relationships play a huge role in the lives of many teenagers and adults. The characters in your game are likely no exception.

This is something you should discuss with your players ahead of time. Do they want to think about such things in their game at all? Or would they prefer to keep the focus on the adventure?

Romance can add a lot of fun to a game, even if it's not the primary focus. Such relationships tend to ground a character and help them keep in perspective what's most important to them. They can also be the source of a great deal of friction, especially if the character is keeping their activities as a hero a secret.

### Rivals

Many heroes have people they compete with not just during their super-powered adventures but also in their regular lives. Such rivals can cause the hero all sorts of headaches in their occupations, their romances and in other parts of their lives. They can also spur the character to greater heights in an effort to equal or even surpass their rivals.

Sometimes rivalries can turn into friendships or romantic relationships, and vice versa. These turns can add great drama to your adventures and make them feel more real.

### Everyone Else

If you like, you can also think about other people the characters are likely to interact with, especially if they're liable to recur. This can be anyone from the clerk at the nearest bodega to a favorite bartender or a pair of police detectives.

Spending a little time coming up with a name and a short description for such folks can add a lot to the game. Every time a character crops back up, it reminds the players of the history they have with them and makes their adventures feel more grounded.

## OTHER HEROES

Beyond the regular people in the characters' lives, they're bound to run into all sorts of other super heroes. They're likely to get to know some of them well—and not just among their teammates.

If these characters become involved with the players' characters on a regular basis, you need to keep their presence in mind when crafting your adventures and encounters. Otherwise, they can throw off the balance that you seek.

### Teammates

While most of the players' teammates are sure to be controlled by the other players in the game, that doesn't have to be the end of them. For instance, if the characters are members of the Avengers or the X-Men, there are literally dozens of other super heroes who can claim a connection to them through those teams.

Most of the time, you only need to focus on the characters your players control, but feel free to bring in others when you like. They can offer all kinds of support in terms of knowledge, experience or comradery. They can also serve as friends, rivals and even romantic interests.

If you find yourself short a player or two for your planned adventure, you can always draft in an extra character or two to fight alongside the heroes. In such a case, you should play these support heroes as part of your duties, but you can let the other players give them directions or orders as seems fit.

### Mentors

Sometimes the heroes might need a little advice from wiser folks who have been at this super-hero gig a bit longer than them. You can create new heroes to act as their mentors if you like, or you can tap the vast cast of Marvel heroes to bring in an existing hero instead.

Even if the heroes are playing original characters, they might appreciate the chance to get advice from someone like a Captain America (any of them) or Professor X. In this way, you can help guide the heroes where they need to go, and you also cement the fact that the heroes are becoming an important part of your corner of the Marvel Multiverse.

### Leaders

Some teams have natural leaders who rise to the top and help direct the rest of the team in times of crisis. Others never seem to gel that way. If you think your heroes could use a firmer hand, you can assign them a leader.

This is a wonderful way to put the heroes in a position where they can be assigned missions by leaders who have the sort of information the characters wouldn't otherwise have. They could, for instance, be government agents working in conjunction with their nation's intelligence service for the betterment of their country.

Leaders don't always join their teams in the field, and you can handle things like that as well. That allows you to help the characters with the narrative parts of the adventure while leaving the combat to them as the boots on the ground.

### Sidekicks

Sometimes heroes wind up with other characters who hang around and try to help them as best they can: sidekicks. Traditionally, these are younger, lower-rank characters who wouldn't be able to survive many adventures on their own, but they can still support the heroes in other ways, even if that's just taking over the communications system so the heroes can focus on more pressing matters.

While the players may work alongside the sidekicks—and may even fight alongside them at times—the Narrator should remain in final control of them. Many sidekicks listen to their hero pals and obey instructions from them, but sometimes they don't. When that happens, what they do instead isn't up to the other players but to you.

### Animal/Robot Partners

A few heroes have helpers who aren't even human. This includes animals, robots and other creatures, like Mister Fantastic's lab assistant H.E.R.B.I.E. or Captain America (Sam Wilson)'s falcon Redwing.

If such a character is going to be an integral part of a character's life, following them around and helping them out, the player should fill out a character sheet for them and keep that sheet with their regular character. However, just as with sidekicks, mentors, leaders and so on, that partner isn't under the player's direct control. They are likely to do whatever the player's character asks or orders them to do, but they make their own decisions—which means you get to decide for them as the Narrator when necessary.

## VILLAINS

After their teammates, family and friends, the most important people in a super hero's life are the villains. They represent the hero's biggest threats and their greatest challenges. Because of that, you should make sure to match your good guys against the right bad guys.

### Choosing Villains

If the players have chosen existing Marvel characters for their heroes, this part should be easy. You can just inflict each hero's biggest villains upon them. If the players are working with disparate characters from a number of different teams, the villains may find themselves teaming up with other villains they've never met in the comics, but those kinds of team-ups are all part of the fun. You can use them for coming up with fresh new plots that you haven't seen in the comics as well.

Even if the players have created original characters, you should still feel free to plunder the entirety of Marvel stories for villains to pit them against. Lots of players get a big thrill out of facing off against those classic opponents. They come complete with their own histories and personalities, which can be terribly handy.

Don't let any of that stop you from coming up with your own original villains if you like. Why should the other players have all that kind of fun? You can make up as many mysterious baddies as you need and fit them exactly to your adventures' plots.

### Individual Enemies

Many Marvel heroes have their own individual enemies who they've built up histories with over the course of decades. Even when those heroes are working with teams to defeat a greater menace, those personal foes can get to them on a level that other villains can't reach.

It's the clash between these titans that defines them. That's why they work so well together in their stories—and why they're so easily able to get underneath each other's skin.

Think of matchups like Spider-Man versus the Green Goblin, Black Panther versus Killmonger, Captain America versus the Red Skull, Thor versus Loki and Professor X versus (and later working alongside) Magneto. That's the level of conflict you're looking for.

The heroes in your game deserve the same. If you like, you can work with them to figure out the villains that they prefer the most. You don't have to use the villains they prefer, of course, but you should at least consider using them in your adventures.

Ideally, these villains are the same rank as the heroes. If they're not, they should either have a number of underlings on their side, or they should team up with enough other villains to present the hero with a problem. A classic example of this is the Sinister Six, a group of villains who team up to fight Spider-Man (Peter Parker). In some cases, they're too much for Spider-Man to handle on his own, which is when it's time to call for help.

### Group Nemeses

Super-hero teams tend to have their own nemeses as well. These are usually villains so powerful that no individual hero could hope to stand against them.

Sometimes, those nemeses are a single person, like Kang the Conqueror. Other times, they're an entire group of villains, like the Brotherhood of Mutants or the Masters of Evil. The only real criteria is that no individual member of the super-hero team is likely able to stand against them on their own. That's why they belong to a team in the first place—so they can handle threats like this.

Again, you have decades of Marvel villains you can tap for this purpose. You can find such villains mostly in the team books, facing off against groups of super heroes just like yours.

When coming up with a single nemesis for a team, you should make them as tough as if not tougher than any single hero on the team. Generally, they should be a rank if not two higher. Major villains like these often have lots of resources to draw upon as well, whether in the form of weaponry, technology or underlings. In fact, their underlings would often make great villains on their own, but for the fact that they've teamed up under the lead villain's guidance to take on teams like that of your heroes.

### Ranking Villains Up

If you're playing with heroes already at their rank cap, you don't have to worry about advancing the villains at all. However, if the heroes are growing in rank, you should consider improving your villains to keep up with them. That way, they can maintain their adversarial relationship with the villains rather than leaving them behind.

If you like, you can instead use the heroes' advancing in rank to show how much tougher they are against their old foes, who are stuck at the same rank. However, the heroes should then find themselves plagued by new and more powerful villains than they've ever faced before.

## RANK X

Some characters—whether heroes, villains or something else—are too powerful to fit into the ranking system. They make the regular Marvel characters—even the ones at Rank 6—seem puny and helpless by comparison.

This includes characters like Galactus and the Beyonders as well as the Living Tribunal and various personifications of different abstract concepts, like Death, Eternity, Infinity and Oblivion. Rather than give them a rank and full statistics, we refer to them as Rank X.

This doesn't mean that the heroes can't stand against such powerful characters or even try to attack them. It's just that the solution to any problem that they have with them is more likely to be found narratively than in a fight.

You can include such characters in your adventures, but you should always take care with them. Facing down beings of such immense power can be a heady experience, much different than stopping bank robbers or even a global invasion. It helps if you have a deep understanding of the underpinnings of the Marvel Multiverse.

While encounters with Rank X beings can make the heroes feel small and insignificant, they can take comfort in the fact that they even had a rare meeting with such a being at all. Few people manage to do so and return to talk about it.

## MONOLOGUING

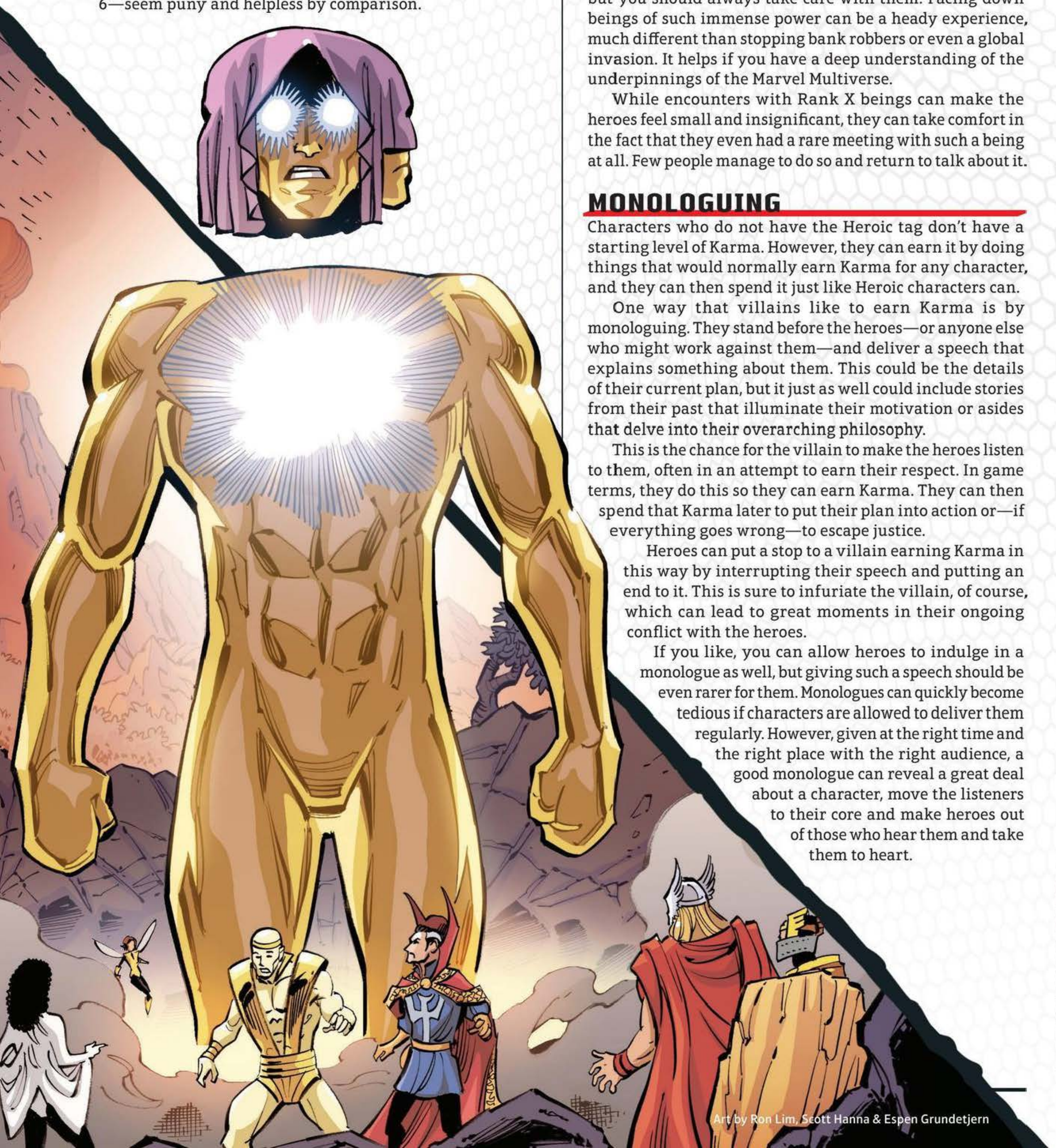
Characters who do not have the Heroic tag don't have a starting level of Karma. However, they can earn it by doing things that would normally earn Karma for any character, and they can then spend it just like Heroic characters can.

One way that villains like to earn Karma is by monologuing. They stand before the heroes—or anyone else who might work against them—and deliver a speech that explains something about them. This could be the details of their current plan, but it just as well could include stories from their past that illuminate their motivation or asides that delve into their overarching philosophy.

This is the chance for the villain to make the heroes listen to them, often in an attempt to earn their respect. In game terms, they do this so they can earn Karma. They can then spend that Karma later to put their plan into action or—if everything goes wrong—to escape justice.

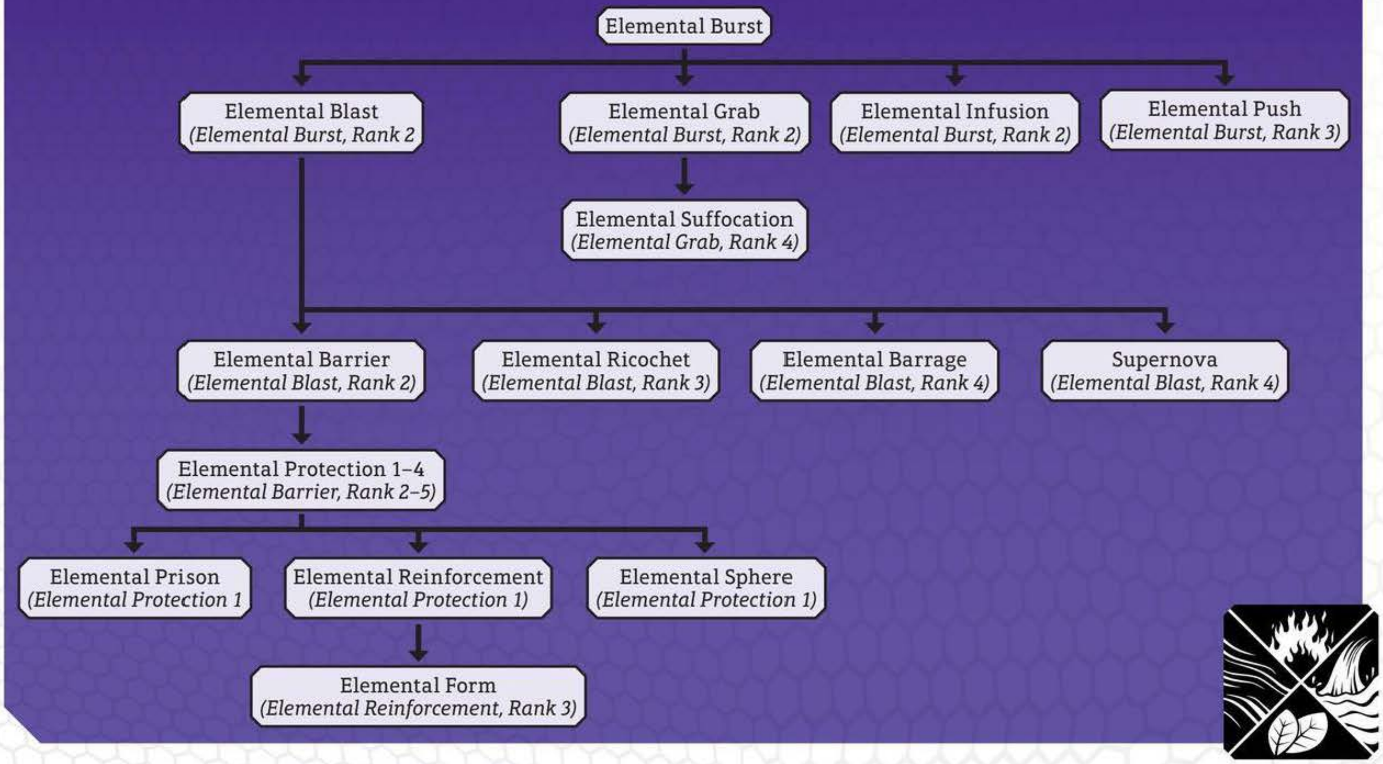
Heroes can put a stop to a villain earning Karma in this way by interrupting their speech and putting an end to it. This is sure to infuriate the villain, of course, which can lead to great moments in their ongoing conflict with the heroes.

If you like, you can allow heroes to indulge in a monologue as well, but giving such a speech should be even rarer for them. Monologues can quickly become tedious if characters are allowed to deliver them regularly. However, given at the right time and the right place with the right audience, a good monologue can reveal a great deal about a character, move the listeners to their core and make heroes out of those who hear them and take them to heart.

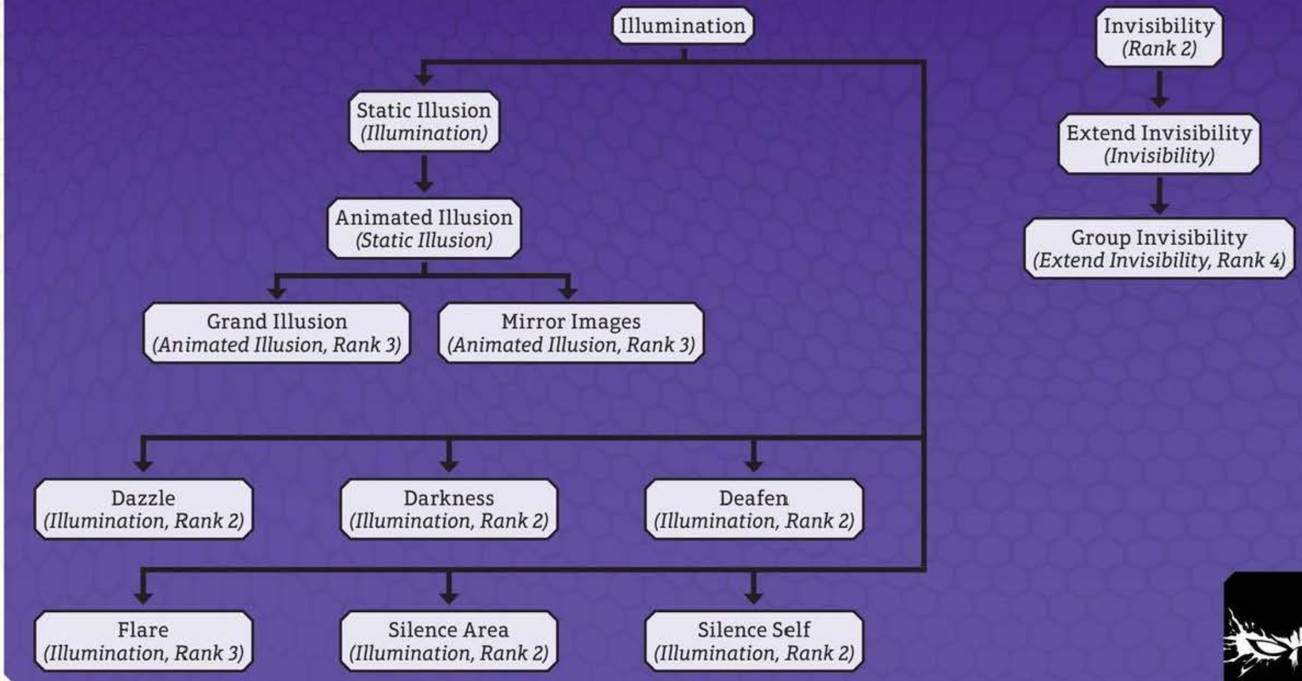


Art by Ron Lim, Scott Hanna & Espen Grundetjern

## ELEMENTAL CONTROL


Elemental Burst
Elemental Blast (Elemental Burst, Rank 2
Elemental Grab (Elemental Burst, Rank 2)
Elemental Infusion (Elemental Burst, Rank 2)
Elemental Push (Elemental Burst, Rank 3)
Elemental Suffocation (Elemental Grab, Rank 4)
Elemental Barrier (Elemental Blast, Rank 2)
Elemental Ricochet (Elemental Blast, Rank 3)
Elemental Barrage (Elemental Blast, Rank 4)
Supernova (Elemental Blast, Rank 4)
Elemental Protection 1–4 (Elemental Barrier, Rank 2–5)
Elemental Prison (Elemental Protection 1
Elemental Reinforcement (Elemental Protection 1)
Elemental Sphere (Elemental Protection 1)
Elemental Form (Elemental Reinforcement, Rank 3)

## ILLUSION


Illumination
Invisibility (Rank 2)
Static Illusion (Illumination)
Extend Invisibility (Invisibility)
Animated Illusion (Static Illusion)
Group Invisibility (Extend Invisibility, Rank 4)
Grand Illusion (Animated Illusion, Rank 3)
Mirror Images (Animated Illusion, Rank 3)
Dazzle (Illumination, Rank 2)
Darkness (Illumination, Rank 2)
Deafen (Illumination, Rank 2)
Flare (Illumination, Rank 3)
Silence Area (Illumination, Rank 2)
Silence Self (Illumination, Rank 2)

## MAGIC (NO SET)

- Sense Supernatural
- Astral Form *(Rank 2)*
- Brain Drain *(Rank 2)*
- Leech Life *(Rank 2)*
- Exorcism *(Rank 4)*

## MAGIC (CHAOS SET)

- Hex Bolt *(Chaotic, Rank 2)*
- Jinx *(Chaotic, Rank 2)*
- Powerful Hex *(Chaotic, Rank 2)*
- Probability-Manipulation Hex *(Chaotic, Rank 3)*
- Protection Hex *(Chaotic, Rank 3)*

## MAGIC (DEMONIC SET)

- Sense Sins *(Cursed)*
- Penance Stare *(Cursed)*
- Hellfire Chains *(Cursed, Rank 2)*
- Possess Vehicle *(Cursed, Rank 3)*
- Possession *(Cursed, Rank 5)*

## MAGIC (SORCERY SET)

- Bolts of Balthakk *(Sorcerous, Rank 2)*
- Flames of the Faltine *(Sorcerous, Rank 2)*
- Icy Tendrils of Ikthalon *(Sorcerous, Rank 2)*
- Images of Ikonn *(Sorcerous, Rank 2)*
- Mists of Munnopor *(Sorcerous, Rank 2)*
- Winds of Watoomb *(Sorcerous, Rank 2)*
- Crimson Bands of Cyttorak *(Sorcerous, Rank 3)*
- Mists of Morpheus *(Sorcerous, Rank 3)*
- Shield of the Seraphim *(Sorcerous, Rank 3)*
- Vapors of Valtorr *(Sorcerous, Rank 3)*
- Dispel Spell *(Sorcerous, Rank 4)*
- Summon Portal *(Sorcerous, Rank 4)*

## MARTIAL ARTS

- Always Ready
- Banging Heads
- Attack Stance
  - Counterstrike Technique *(Attack Stance, Rank 2)*
    - Untouchable Position *(Counterstrike Technique, Rank 3)*
- Defense Stance
  - Unflappable Poise *(Defense Stance, Rank 3)*
  - Reverse-Momentum Throw *(Defense Stance, Rank 2)*
- Regain Focus *(Unflappable Poise, Untouchable Position, Rank 4)*
- Do This All Day *(Rank 2)*
  - Brace for Impact *(Do This All Day, Rank 2)*
- Fast Strikes
  - Chain Strikes *(Fast Strikes, Rank 2)*
    - Focused Strike *(Chain Strikes, Rank 3)*
  - Leg Sweep *(Fast Strikes, Rank 2)*
    - Flying Double Kick *(Leg Sweep, Rank 3)*
- Crushing Grip *(Rank 2)*
- Leaping Leglock *(Flying Double Kick, Crushing Grip, Rank 4)*
- Grappling Technique *(Rank 2)*
  - Spin & Throw *(Grappling Technique, Rank 2)*

## MELEE WEAPONS

Fast Attacks

Vicious Attack

Riposte

Hit & Run

Whirling Frenzy
*(Fast Attacks, Rank 2)*

Exploit
*(Vicious Attack, Rank 2)*

Furious Attacks
*(Whirling Frenzy, Rank 3)*

Focused Fury
*(Exploit, Rank 3)*

Unstoppable Assault
*(Furious Attacks, Focused Fury, Rank 4)*

## OMNIVERSAL TRAVEL (DIMENSIONAL)

Dimensional Travel
*(Rank 3)*

Dimensional Travel Together
*(Dimensional Travel, Rank 3)*

Dimensional Travel Other
*(Dimensional Travel, Rank 4)*

Dimensional Portal
*(Dimensional Travel Together, Rank 4)*

## OMNIVERSAL TRAVEL (MULTIVERSAL)

Multiversal Travel
*(Rank 3)*

Multiversal Travel Together
*(Multiversal Travel, Rank 3)*

Multiversal Travel Other
*(Multiversal Travel, Rank 4)*

Multiversal Portal
*(Multiversal Travel Together, Rank 4)*

## OMNIVERSAL TRAVEL (TIME )

Time Travel
*(Rank 3)*

Instant Replay
*(Rank 3)*

Time Travel Together
*(Time Travel, Rank 3)*

Time Travel Other
*(Time Travel, Rank 4)*

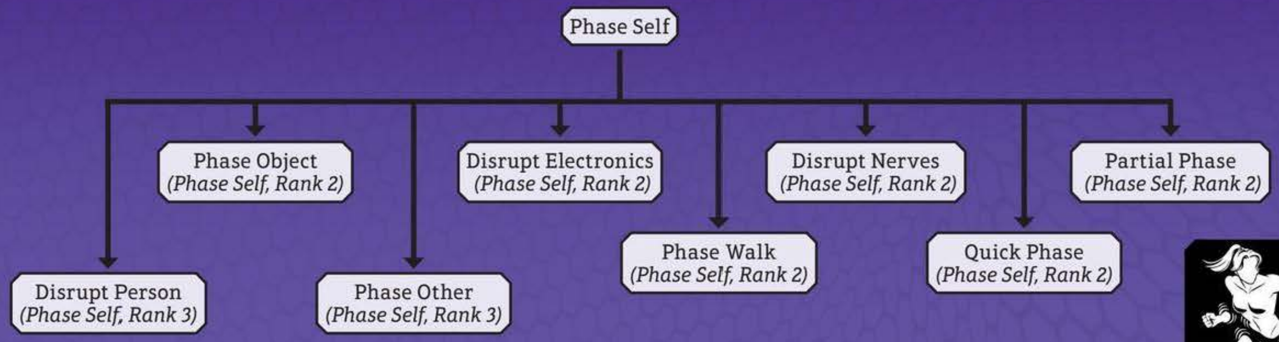
Time-Out
*(Instant Replay, Rank 4)*

Time Portal
*(Time Travel Together, Rank 4)*

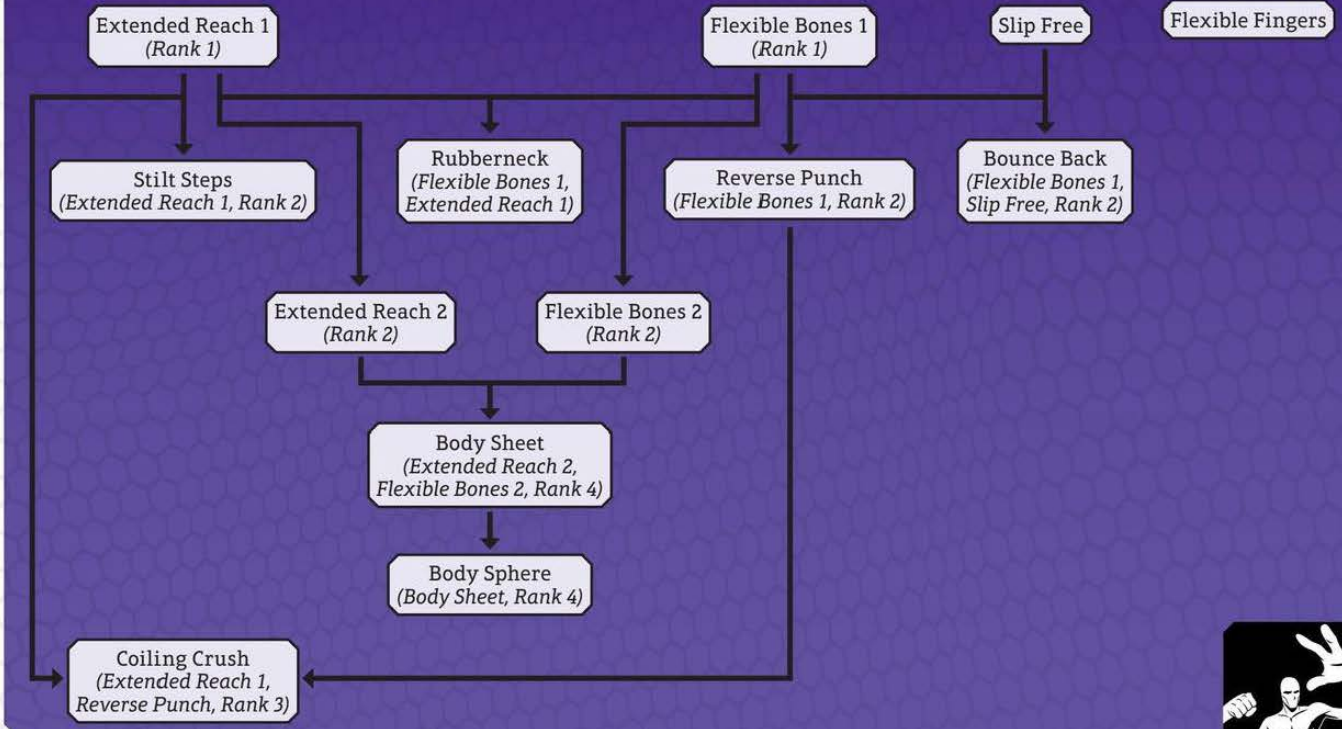
Time-Out Bubble
*(Time-Out, Rank 4)*

Time-Out Tag
*(Time-Out, Rank 4)*

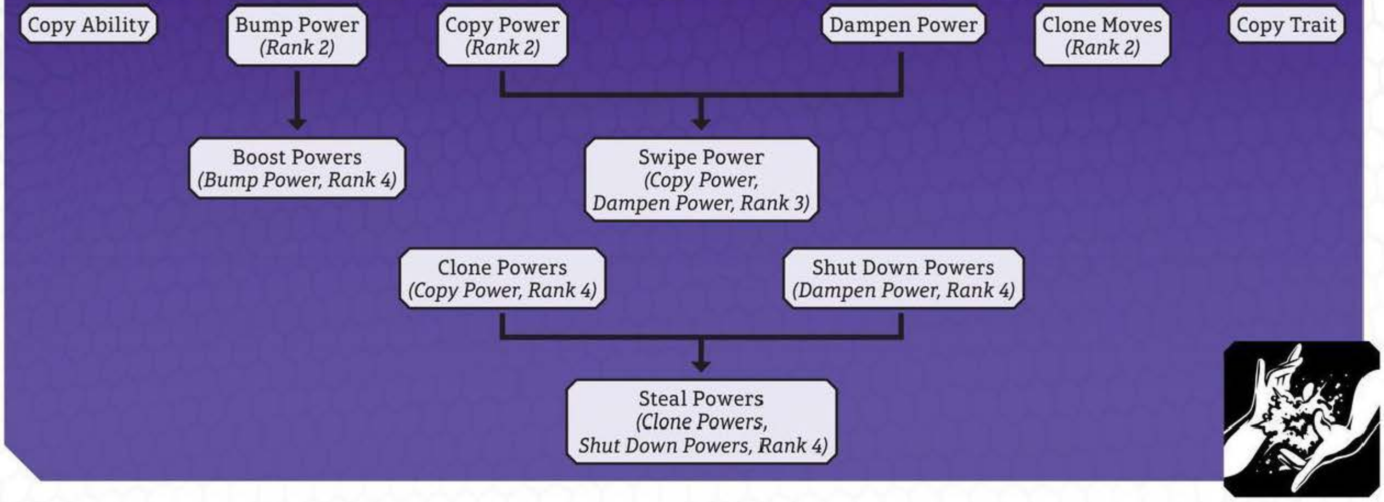
## PHASING


Phase Self
Phase Object (Phase Self, Rank 2)
Disrupt Electronics (Phase Self, Rank 2)
Disrupt Nerves (Phase Self, Rank 2)
Partial Phase (Phase Self, Rank 2)
Phase Walk (Phase Self, Rank 2)
Quick Phase (Phase Self, Rank 2)
Disrupt Person (Phase Self, Rank 3)
Phase Other (Phase Self, Rank 3)

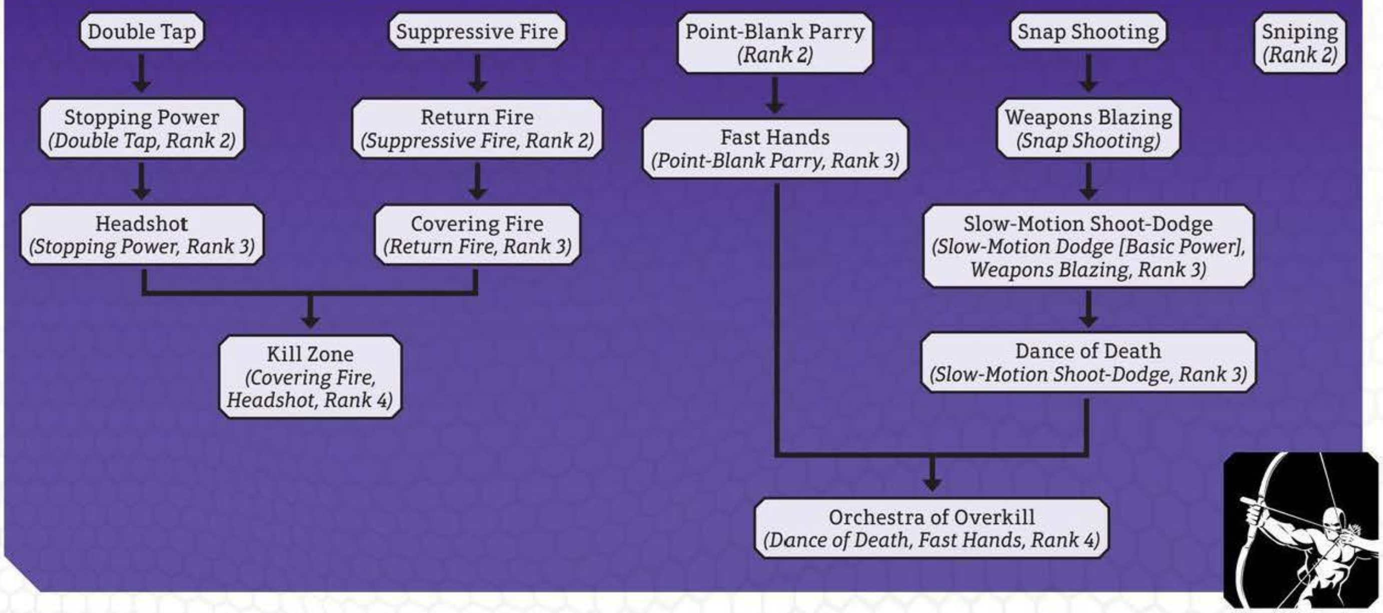
## PLASTICITY


Extended Reach 1 (Rank 1)
Flexible Bones 1 (Rank 1)
Slip Free
Flexible Fingers
Stilt Steps (Extended Reach 1, Rank 2)
Rubberneck (Flexible Bones 1, Extended Reach 1)
Reverse Punch (Flexible Bones 1, Rank 2)
Bounce Back (Flexible Bones 1, Slip Free, Rank 2)
Extended Reach 2 (Rank 2)
Flexible Bones 2 (Rank 2)
Body Sheet (Extended Reach 2, Flexible Bones 2, Rank 4)
Body Sphere (Body Sheet, Rank 4)
Coiling Crush (Extended Reach 1, Reverse Punch, Rank 3)

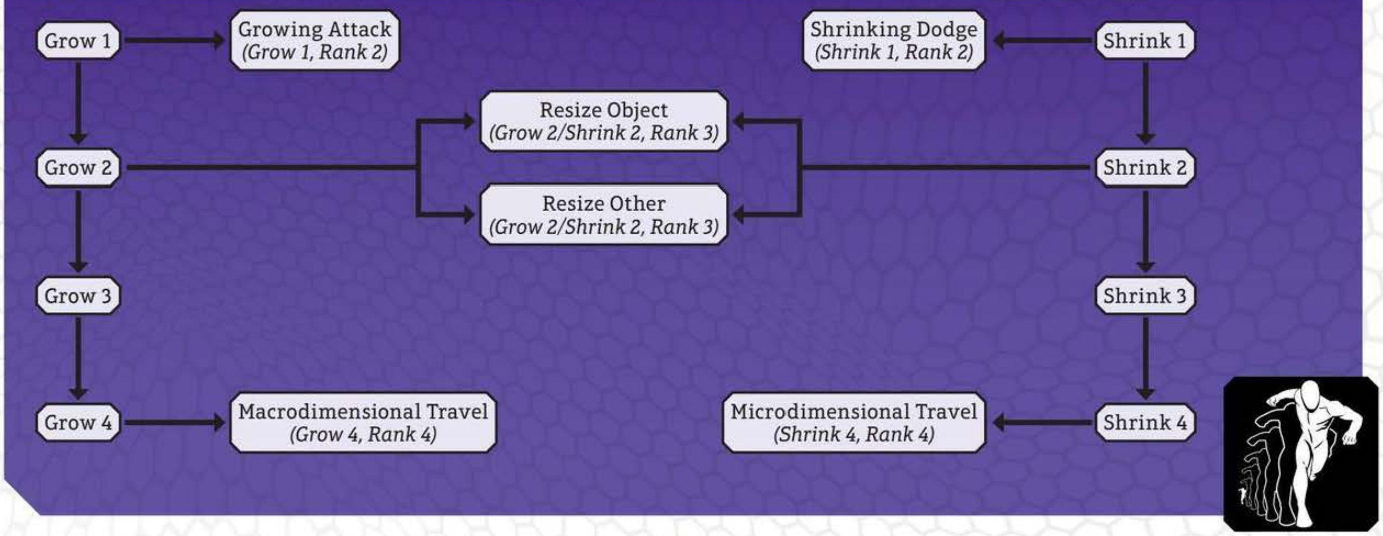
## POWER CONTROL


Copy Ability
Bump Power (Rank 2)
Copy Power (Rank 2)
Dampen Power
Clone Moves (Rank 2)
Copy Trait
Boost Powers (Bump Power, Rank 4)
Swipe Power (Copy Power, Dampen Power, Rank 3)
Clone Powers (Copy Power, Rank 4)
Shut Down Powers (Dampen Power, Rank 4)
Steal Powers (Clone Powers, Shut Down Powers, Rank 4)

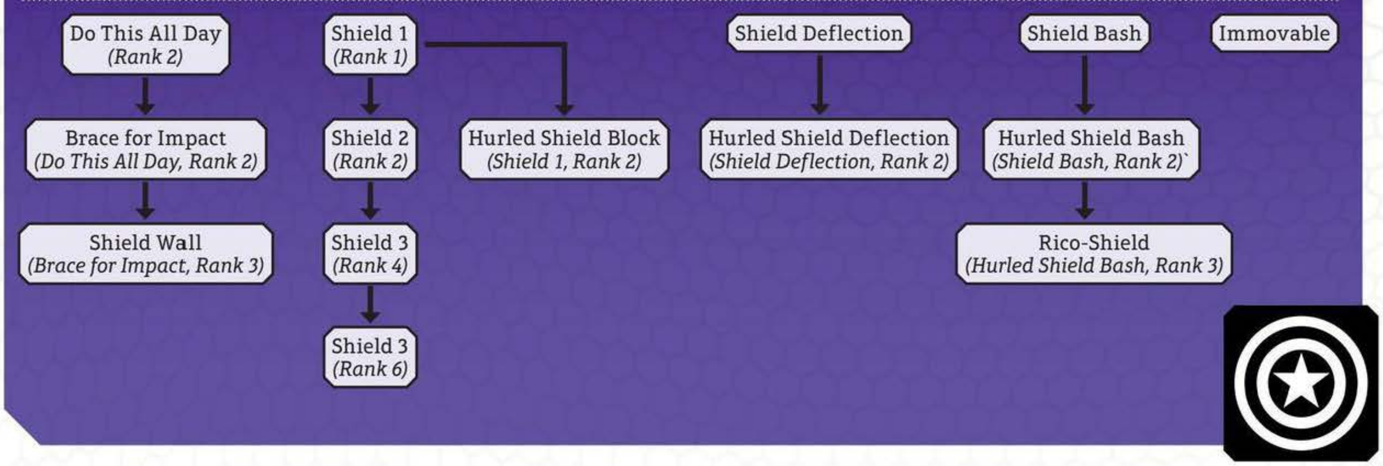
## RANGED WEAPONS


Double Tap
Stopping Power (Double Tap, Rank 2)
Headshot (Stopping Power, Rank 3)
Suppressive Fire
Return Fire (Suppressive Fire, Rank 2)
Covering Fire (Return Fire, Rank 3)
Kill Zone (Covering Fire, Headshot, Rank 4)
Point-Blank Parry (Rank 2)
Fast Hands (Point-Blank Parry, Rank 3)
Snap Shooting
Weapons Blazing (Snap Shooting)
Slow-Motion Shoot-Dodge (Slow-Motion Dodge [Basic Power], Weapons Blazing, Rank 3)
Dance of Death (Slow-Motion Shoot-Dodge, Rank 3)
Orchestra of Overkill (Dance of Death, Fast Hands, Rank 4)
Sniping (Rank 2)

## RESIZE


Grow 1
Growing Attack (Grow 1, Rank 2)
Grow 2
Grow 3
Grow 4
Macrodimensional Travel (Grow 4, Rank 4)
Resize Object (Grow 2/Shrink 2, Rank 3)
Resize Other (Grow 2/Shrink 2, Rank 3)
Shrinking Dodge (Shrink 1, Rank 2)
Shrink 1
Shrink 2
Shrink 3
Shrink 4
Microdimensional Travel (Shrink 4, Rank 4)

## SHIELD BEARER


Do This All Day (Rank 2)
Brace for Impact (Do This All Day, Rank 2)
Shield Wall (Brace for Impact, Rank 3)
Shield 1 (Rank 1)
Shield 2 (Rank 2)
Shield 3 (Rank 4)
Shield 3 (Rank 6)
Hurled Shield Block (Shield 1, Rank 2)
Shield Deflection
Hurled Shield Deflection (Shield Deflection, Rank 2)
Shield Bash
Hurled Shield Bash (Shield Bash, Rank 2)`
Rico-Shield (Hurled Shield Bash, Rank 3)
Immovable

## SPIDER-POWERS

- Jump 1 *(Rank 2)*
  - Jump 2 *(Rank 3)*
    - Jump 3 *(Rank 4)*
- Spider-Dodge
- Spider-Pheromones
- Spider-Sense
- Spider-Strike
- Venom Blast
- Wallcrawling
- Webcasting
  - Webgliding *(Webcasting, Rank 2)*
  - Webgrabbing *(Webcasting, Rank 2)*
  - Webslinging *(Webcasting, Rank 2)*
  - Webtrapping *(Webcasting, Rank 3)*

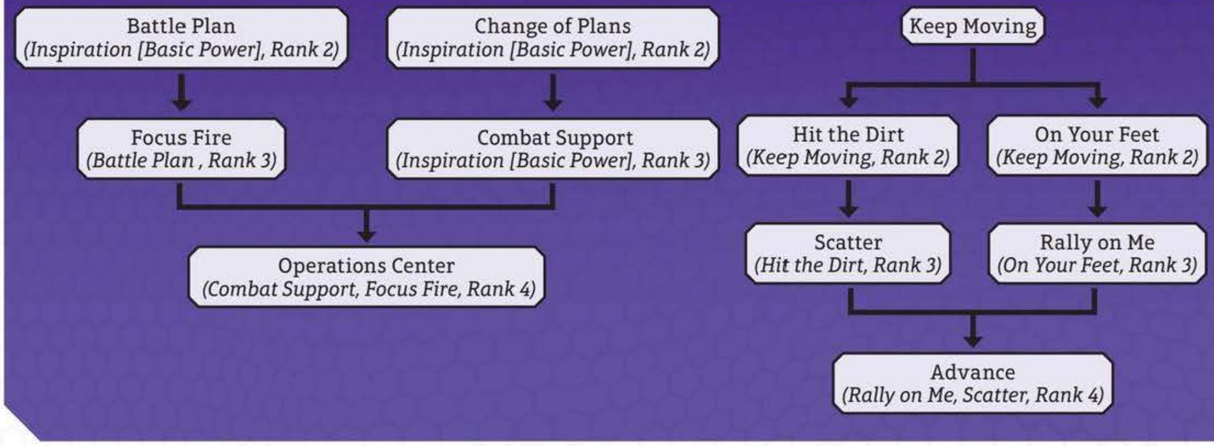
## SUPER-SPEED

- Blazing Fast Fists *(Rank 2)*
- Lightning Actions *(Rank 4)*
- Speed Run 1 *(Rank 2)*
  - Speed Run 2 *(Rank 3)*
    - Blur *(Speed Run 2, Rank 2)*
    - Catch Bullets *(Speed Run 2, Rank 3)*
    - Molecular Destabilization *(Speed Run 2, Rank 4)*
    - Run on Water *(Speed Run 2, Rank 3)*
    - Speed Blast *(Speed Run 2, Rank 2)*
- Speed Swim *(Rank 2)*

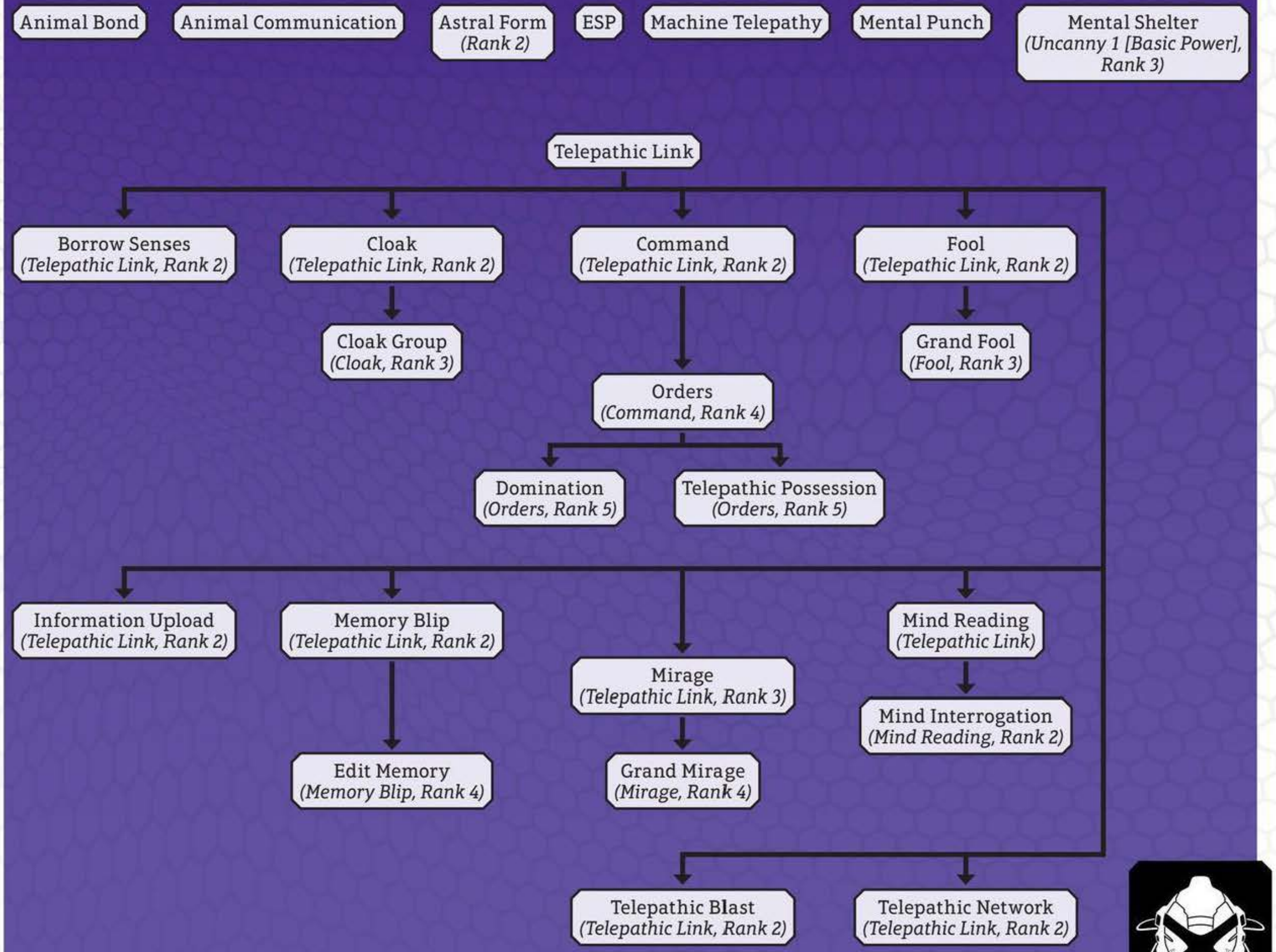
## SUPER-STRENGTH

- Banging Heads
- Clobber
  - Smash *(Clobber, Rank 2)*
    - Ground-Shaking Stomp *(Smash, Rank 3)*
      - Unrelenting Smash *(Ground-Shaking Stomp, Mighty 2 [Basic Power], Rank 4)*
- Crushing Grip *(Rank 2)*
  - Quick Toss *(Crushing Grip, Mighty 1 [Basic Power], Rank 3)*
- Immovable
- Jump 1 *(Rank 2)*
  - Jump 2 *(Rank 3)*
    - Jump 3 *(Rank 4)*

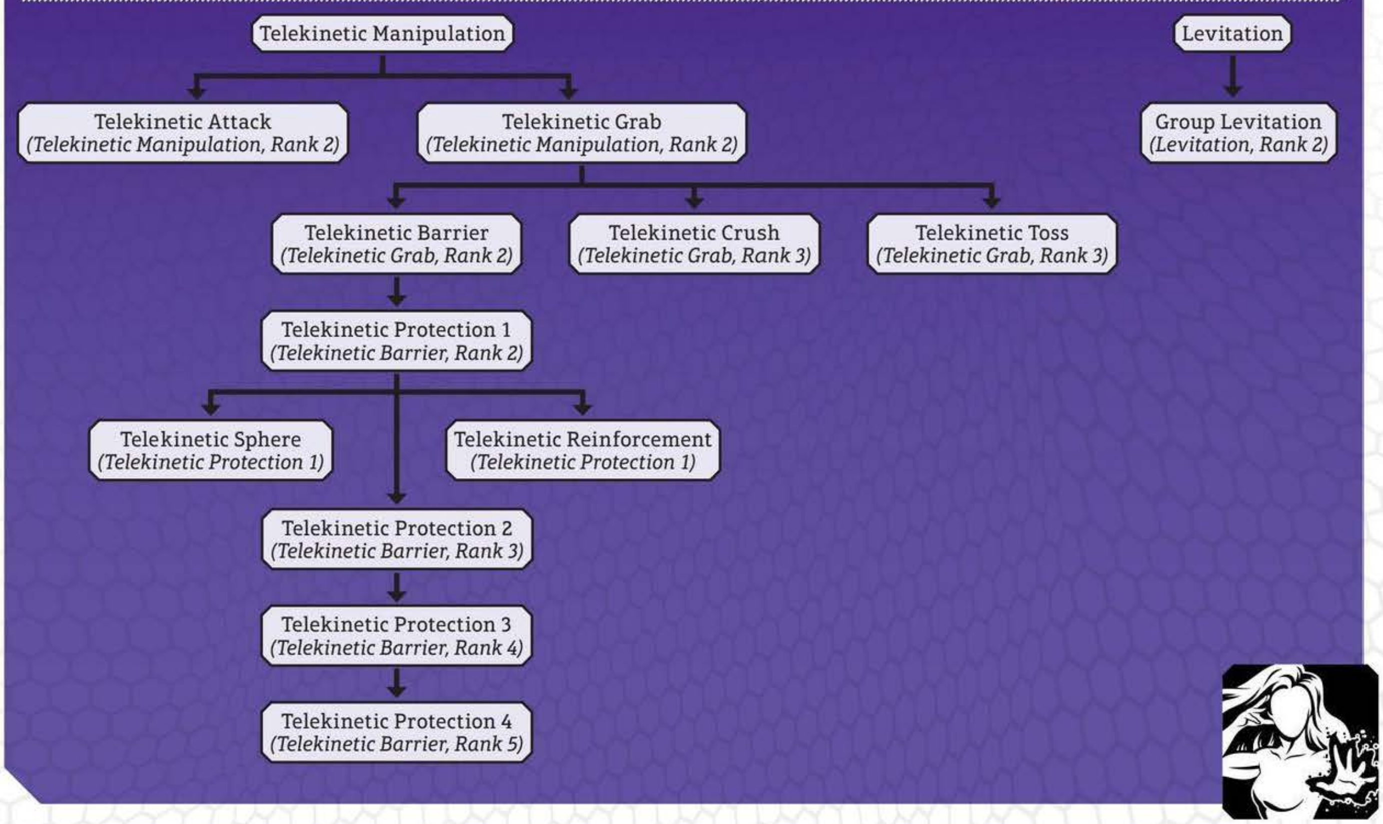
## TACTICS


Battle Plan (Inspiration [Basic Power], Rank 2)
Change of Plans (Inspiration [Basic Power], Rank 2)
Keep Moving
Focus Fire (Battle Plan , Rank 3)
Combat Support (Inspiration [Basic Power], Rank 3)
Hit the Dirt (Keep Moving, Rank 2)
On Your Feet (Keep Moving, Rank 2)
Operations Center (Combat Support, Focus Fire, Rank 4)
Scatter (Hit the Dirt, Rank 3)
Rally on Me (On Your Feet, Rank 3)
Advance (Rally on Me, Scatter, Rank 4)

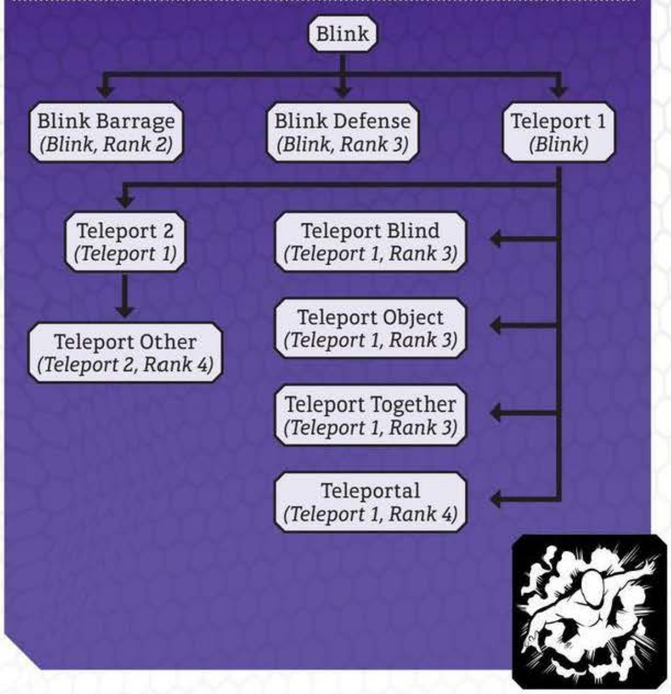
## TELEPATHY


Animal Bond
Animal Communication
Astral Form (Rank 2)
ESP
Machine Telepathy
Mental Punch
Mental Shelter (Uncanny 1 [Basic Power], Rank 3)
Telepathic Link
Borrow Senses (Telepathic Link, Rank 2)
Cloak (Telepathic Link, Rank 2)
Command (Telepathic Link, Rank 2)
Fool (Telepathic Link, Rank 2)
Cloak Group (Cloak, Rank 3)
Grand Fool (Fool, Rank 3)
Orders (Command, Rank 4)
Domination (Orders, Rank 5)
Telepathic Possession (Orders, Rank 5)
Information Upload (Telepathic Link, Rank 2)
Memory Blip (Telepathic Link, Rank 2)
Mind Reading (Telepathic Link)
Mirage (Telepathic Link, Rank 3)
Mind Interrogation (Mind Reading, Rank 2)
Edit Memory (Memory Blip, Rank 4)
Grand Mirage (Mirage, Rank 4)
Telepathic Blast (Telepathic Link, Rank 2)
Telepathic Network (Telepathic Link, Rank 2)

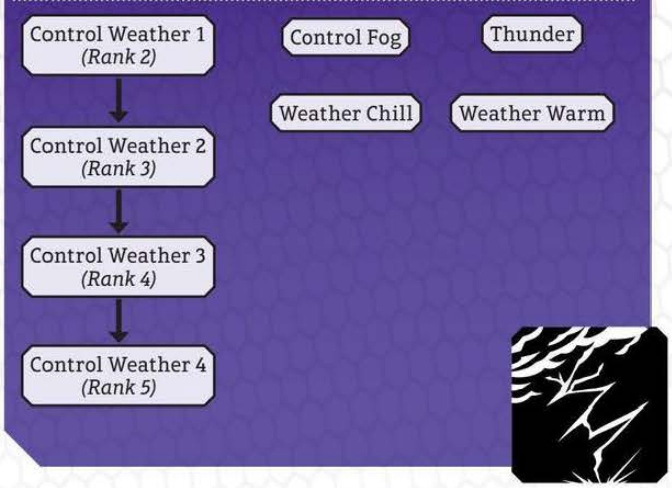
## TELEKINESIS


Telekinetic Manipulation
Levitation
Telekinetic Attack (Telekinetic Manipulation, Rank 2)
Telekinetic Grab (Telekinetic Manipulation, Rank 2)
Group Levitation (Levitation, Rank 2)
Telekinetic Barrier (Telekinetic Grab, Rank 2)
Telekinetic Crush (Telekinetic Grab, Rank 3)
Telekinetic Toss (Telekinetic Grab, Rank 3)
Telekinetic Protection 1 (Telekinetic Barrier, Rank 2)
Telekinetic Sphere (Telekinetic Protection 1)
Telekinetic Reinforcement (Telekinetic Protection 1)
Telekinetic Protection 2 (Telekinetic Barrier, Rank 3)
Telekinetic Protection 3 (Telekinetic Barrier, Rank 4)
Telekinetic Protection 4 (Telekinetic Barrier, Rank 5)

## TELEPORTATION


Blink
Blink Barrage (Blink, Rank 2)
Blink Defense (Blink, Rank 3)
Teleport 1 (Blink)
Teleport 2 (Teleport 1)
Teleport Other (Teleport 2, Rank 4)
Teleport Blind (Teleport 1, Rank 3)
Teleport Object (Teleport 1, Rank 3)
Teleport Together (Teleport 1, Rank 3)
Teleportal (Teleport 1, Rank 4)

## WEATHER CONTROL


Control Weather 1 (Rank 2)
Control Fog
Thunder
Weather Chill
Weather Warm
Control Weather 2 (Rank 3)
Control Weather 3 (Rank 4)
Control Weather 4 (Rank 5)

# MARVEL MULTIVERSE ROLE-PLAYING GAME

CODENAME

RANK

HEALTH

DAMAGE REDUCTION

RESILIENCE × 30

FOCUS

DAMAGE REDUCTION

VIGILANCE × 30

KARMA

RANK

## SPEED

Run ____
Climb ____
Swim ____

INITIATIVE MODIFIER

Real Name ____
Height ____ Weight ____ Gender ____
Eyes ____ Hair ____ Size ____
Distinguishing Features ____
Teams ____
Base ____
Origin ____
Occupation ____

## IDENTITY

## TRAITS

## NOTES

## TAGS

## ABILITIES

| ABILITY SCORE | DEFENSE SCORE | NON-COMBAT CHECKS |
|---|---|---|
| MELEE | +10 | |
| AGILITY | +10 | |
| RESILIENCE | +10 | |
| VIGILANCE | +10 | |
| EGO | +10 | |
| LOGIC | +10 | |

## DAMAGE

| | | | |
|---|---|---|---|
| MELEE | [dMarvel × MULTIPLIER] | + | ABILITY |
| AGILITY | [dMarvel × MULTIPLIER] | + | ABILITY |
| EGO | [dMarvel × MULTIPLIER] | + | ABILITY |
| LOGIC | [dMarvel × MULTIPLIER] | + | ABILITY |

## POWERS

Power ____ Set ____ Cost ____ Page # ____
Summary ____ Duration P I 1 C Action S M R

Power ____ Set ____ Cost ____ Page # ____
Summary ____ Duration P I 1 C Action S M R

Power ____ Set ____ Cost ____ Page # ____
Summary ____ Duration P I 1 C Action S M R

Power ____ Set ____ Cost ____ Page # ____
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Summary ____ Duration P I 1 C Action S M R

Power ____ Set ____ Cost ____ Page # ____
Summary ____ Duration P I 1 C Action S M R

## TEAM MANEUVER

| ☐ OFFENSIVE | | ☐ DEFENSIVE | | ☐ RALLY | |
|---|---|---|---|---|---|
| Level | Cost | Level | Cost | Level | Cost |

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## PORTRAIT

## TRAITS

## HISTORY

## TAGS

## PERSONALITY

## POWERS

Power ________ Set ________ Cost ________ Page # ________

Summary ________

________ Duration P I 1 C Action S M R

Power ________ Set ________ Cost ________ Page # ________

Summary ________

________ Duration P I 1 C Action S M R

Power ________ Set ________ Cost ________ Page # ________

Summary ________

________ Duration P I 1 C Action S M R

Power ________ Set ________ Cost ________ Page # ________

Summary ________

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Power ________ Set ________ Cost ________ Page # ________

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Power ________ Set ________ Cost ________ Page # ________

Summary ________

________ Duration P I 1 C Action S M R

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Art by Greg Smallwood

# GLOSSARY/INDEX

## A

**Abilities** *18-19, 44*
Characters have six different abilities: Melee, Agility, Resilience, Vigilance, Ego and Logic.

**Ability Cap** *44*
The highest a character's ability score can be. The default is the character's rank +3.

**Ability Defense** *19, 44*
The target number for an action check against that ability. To calculate this, add +10 to a character's ability score.

**Ability Scores** *18–19, 44–45, 48*
How good a character is with one of the six abilities. For most characters, these range from –3 to +3. Super heroes can have much higher scores.

**Ablaze** *37*
The character is on fire. They lose 5 Health at the end of each of their turns until the fire is put out. An Agility check against a target number of 10 can do this.

**Action** *28–31*
Thing a character can do during their turn, usually with a standard action or a reaction.

**Action Check** *11–13*
A d616 roll to determine if a character succeeds at something. If it meets or beats the target number, it succeeds.

**Action Maneuvers** *29–31*
Things a character can do with an action. Includes attack, dodge, escape, grab, help, move and using a power.

## B

**Backstory** *20, 45, 51-66*
The character's origin and occupation, each of which gives them a set of traits and tags.

**Basic Power** *20, 75, 80*
A power that does not belong to a power set.

**Bleeding** *37*
The character is severely wounded. They lose 5 Health at the end of each of their turns. A Logic check against a target number of 10 can stop this, as can anything that causes the character to recover at least 1 Health.

**Blinded** *37*
Any powers that require sight end. The character's speed is reduced by half. They have trouble on action checks that require sight, and enemies have an edge on all action checks against them that require sight to defend against.

**Bonus Round** *28*
Characters who get a Fantastic success on their initiative check get a round to themselves before the regular combat begins.

## C

**Character Profile** *17–23*
A description of a character, including all of their relevant game information.

**Character Sheet** *314–315*
A sheet on which a player can record and track information about their character.

**Concentration** *81*
A power duration. The effect lasts until the character's concentration is broken or willingly ended. A character can concentrate on one separate power for each rank.

**Conditions** *37–38*
One of a number of unusual states for a character.

## D

**d616** *11-13*
The name of the game's system and also the dice you roll in the game: 3d6, with a differentiated die designated as the Marvel die.

**Damage** *20, 33–34*
The number of Health or Focus points an attack takes from a target. This is figured by multiplying the Marvel die of a successful attack check by the attacker's damage multiplier and then adding the ability score they used.

**Damage Multiplier** *20, 33–34*
The number used to multiply the Marvel die by on an attack roll to figure damage. Equal to the character's rank by default.

**Damage Reduction** *34*
A number applied to an attacker's damage multiplier to reduce damage dealt. If this lowers the damage multiplier to 0 or less, no damage is done.

**Deafened** *37*
Any powers that require earshot end. The character has trouble on all actions requiring hearing.

**Demoralized** *37*
The character is mentally burned out. Any powers they are concentrating on end, and they have trouble on all action checks. Outside of combat, someone can rally them with a Challenging Ego check. On a success, the character's Focus returns to 1.

## E

**Earshot** *27*
Maximum hearing distance. Under good conditions, about 100 spaces.

**Earth-616** *265–269*
The main Marvel Comics Universe.

**Edge** *14–15*
A condition favorable to your action check. Allows you to reroll one of your dice and keep the better result.

## F

**Failure** *12-14*
An action check result that is less than the target number.

**Falling** *32*
If a character ends a move in midair, they fall 100 spaces. The damage is a standard action check with a +1 damage multiplier for every 3 spaces fallen, up to x20.

**Fantastic Damage** *12–13*
A Fantastic success on an attack does double normal damage by default.

**Fantastic Failure** *14*
A failure that includes a Fantastic result. ("No, but…")

**Fantastic Roll** *12–13*
A d616 roll in which the Marvel die is a 1. Count that die as a 6 instead. This may trigger bonus results.

**Fantastic Success** *13–14*
A Fantastic result that meets or beats the target number. ("Yes, and…")

**Focus** *19*
A measure of the character's mental fortitude.

**Focus Damage** *33*
Damage done to a character's Focus. A character with 0 Focus is demoralized. A character who has lost double their Focus is shattered.

**Focus, Spending** *81*
Some powers cost Focus. A character cannot spend more Focus than 5 times their rank at once, nor can they spend more Focus than they have.

## G

**Grabbed** *30, 37*
The state of being held and restrained by another. The entangled characters cannot move unless they can carry the other with them. The grabber can let go at any time, but the grabbed character must attempt an escape. Anyone making an attack against one entangled character has trouble. If the attack fails, compare the same check against the other target's Agility defense to see if it hits them instead. If the attacker doesn't care who gets hit, they have an edge on their check. If the result is high enough to hit one of the targets but not the other, that's who it hits. If it's high enough to hit either of them, determine the target randomly.

## H

**Healing** *36*
A character who is not dead or shattered regains lost Health and Focus equal to their rank every hour they take it easy. For every hour they sleep, they regain double that.

**Health** *19*
A measure of the character's physical fortitude.

**Health Damage** *31*
Damage done to a character's Health. A character with 0 Health is unconscious. A character who has lost double their Health is dead.

**Holding a Turn** *29*
A character delays their turn until later in a round.

## I

**Illusion** *69, 281*
A false image, usually created by magic or technology.

**Initiative** *27*
The order in which the characters involved in a combat act. Higher numbers go first.

**Initiative Check** *27*
A special action check each character in a combat makes at the start to determine the order in which they take their actions.

**Initiative Modifier** *27*
The character's Vigilance score, which is added to their initiative check.

## K

**Karma** *19*
A measure of the character's luck, equal to the character's rank.

**Killed** *36*
The character is dead. Under special circumstances, characters have been known to return from this state.

**Knockback** *34*
If a character with the Mighty power gets a Fantastic success on a close attack, they can knock their target back 5 spaces for every damage multiplier.

## L

**Label** *51*
A trait or a tag.

**Line of Sight** *27*
A line drawn between an attacker and a target to determine if the attacker can see the target. Under good conditions, the maximum is about 200 spaces.

## M

**Marvel Die** *11*
The differentiated die in a d616 roll. If you roll a 1 on it (or a Marvel logo on specially designed Marvel dice), you get a Fantastic result.

**Marvel Multiverse** *263–276*
The setting for the game. A set of related Marvel Universes.

**Mirage** *74, 281*
A false image, usually created by telepathic powers.

**Monologuing** *305*
Giving a speech to gain Karma.

**Movement Action** *31*
An action a character uses to move. A character can move twice in a turn by using both their movement action and their standard action.

## O

**Objects** *39*
Inanimate things the characters can interact with, including using as improvised weapons.

**Occupation** *57*
A collection of traits and tags related to what a character does with their time.

**Origin** *52*
A collection of traits and tags related to how a character acquired their powers.

## P

**Paralyzed** *37*
The character cannot move or take actions or use powers that require Melee or Agility. Their Agility defense is reduced to 10 against ranged attacks, and close attacks automatically hit them.

**Pinned** *38*
The character is grabbed and has trouble on Melee and Agility checks and cannot move.

**Plowing Through** *41*
A character is thrown, falls or is knocked through an object.

**Power** *20*
A super-power.

**Power Set** *20*
A collection of related super-powers.

**Prone** *38*
The character is on the ground and has trouble on all Melee checks. Close attacks against them have an edge, and ranged attacks against them have trouble. It costs 1 space of movement to stand up.

## R

**Range** *27*
The distance between a character and their target, listed in spaces. Also the maximum distance a weapon can be used against a target without trouble. Attacks with the weapon have trouble beyond their listed range. At double their listed range, they cannot be used.

**Rank** *18*
A character's relative power. Runs from 1 to 6.

**Rank Cap** *44, 288*
The highest rank a character can reach.

**Reach** *30*
The maximum distance a target can be away from a character to engage it in close combat. Usually 1 space.

**Reaction** *31*
An action taken in response to something else happening.

**Reaction Maneuvers** *31*
Things a character can do with a reaction. Includes escape, fastball special, help teammate, interpose, ram, release and skulk.

**Recovery Check** *36*
A character can spend a point of Karma to make an action check to recover either Health or Focus.

**Reserving an Action** *29*
A character declares an action they plan to use as a reaction if something happens to trigger it before their next turn.

**Role-Playing Game** *5*
A game in which you take on the role of a character in dramatic adventures.

**Round** *26*
A period of time (roughly five seconds) in which each character has one turn. If a power lasts one round, that is until the start of the character's next turn—or the end of the next round at the latest.

**Run Speed** *20*
The number of spaces a character can run with a movement action. The default is 5 spaces. Run Speed is the basis for most other types of speed.

## S

**Safety Tools** *7*
A set of tools players can use to help ensure everyone is having a good time during the game.

**Session Zero** *7*
The first meeting for a group of players, in which they establish the kind of game they want to play.

**Shattered** *37*
The character's mind is gone. They cannot take any actions and can speak only in short sentences.

**Size** *20, 39*
The character's relative size. Most characters are average, but some are big or small.

**Sneaking** *32*
Moving while sneaking halves the character's speed. They can be spotted with a Vigilance check against their Agility defense.

**Spaces** *20*
On a map/board, a space equals 5 feet.

**Special Effect** *13–14*
An extra effect certain kinds of powers have on Fantastic successes.

**Speed** *20, 31–32*
How fast a character can move in a round, using a given movement mode, listed in spaces.

**Stacking** *15, 34, 81*
When elements in the game add their effects together—which they generally don't. Powers and other effects that increase or reduce damage do not stack. Instead, the strongest one takes effect while the others function as backups.

**Standard Action** *29*
An action that requires most of a character's attention, like attacking. Most characters get one standard action each turn.

**Stunned** *38*
Any powers the character is concentrating on end immediately. They cannot use any actions, and all attacks against them have an edge.

**Success** *13–14*
An action check result that meets or beats the target number.

**Surprised** *28, 38*
Characters who are surprised by their opponents when combat starts cannot act in the bonus round.

If a character is surprised later in the combat, the characters who surprised them have an edge on attacks against them for 1 round.

## T

**Tags** *51, 63–65*
Minor narrative elements that help define a character but have no inherent mechanic. A tag that challenges a character during play can earn them Karma.

**Target Number** *13*
The number a player needs to meet or beat to succeed on an action check.

**Team Maneuvers** *38–39*
Special maneuvers a team can do together.

**Terrain** *32*
The land the character moves over. Running over difficult terrain costs two movement spaces for every one space.

**Traits** *51, 59–63*
Minor elements that help define a character and have an inherent mechanic. A trait that challenges a character during play can earn them Karma.

**Trouble** *14–15*
A condition unfavorable to an action check. The player must reroll the best of their dice numbers and use the worse of the two numbers.

An M on the Marvel die is always considered to be the best die number.

**Turn** *26–29*
A character's chance to act during a round. They get one standard action, one movement action and a reaction each turn.

## U

**Ultimate Fantastic Roll** *14*
A d616 roll of 6 1 6, with the Marvel die as the middle number. This counts as a result of 18 and is the best possible roll. This will trigger bonus results as well.

**Unconscious** *33,36,38*
The character is knocked out. Their defenses are reduced to 10, and close attacks automatically hit them. Outside of combat, someone can awaken them with a Challenging Logic check. On a success, the awakened character's Health returns to 1.

## W

**Weapons** *34-36*
Devices usually used to increase an attacker's damage multiplier.

Art by Chris Bachalo & Jaime Mendoza

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